
INQUEST
THE GUIDE TO COLLECTIBLE CARD GAMES • 7
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volume 1 number 7 november 1995

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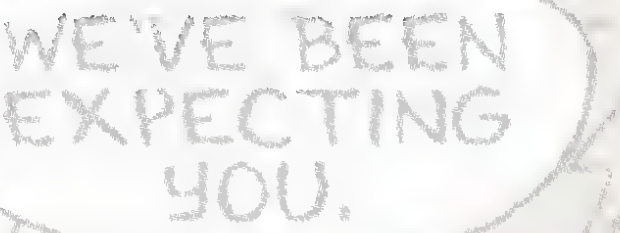
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MAGIC WAS MEANT TO BE FUN

When I first learned to play *Magic*, I had so much fun that I always took my cards with me in case someone offered to play. Finding an opponent to test my new deck against was great. I loved trying to guess what they had in their hand and if it was safe to play a certain card without it being countered.

Things have changed a bit. If you're a *Magic* player, you've undoubtedly come up against some opponent who constantly snickers at you while playing, who tries to hide a smirk as he draws a card—even those who when they kill you laugh aloud in that "You're such a loser!" tone.

When everyone was a beginner, we could sit around playing *Magic*, cracking jokes, giving high fives to our teammates, and just acting like a bunch of fools. It was great. But to some people, *Magic: The Gathering* soon became *Magic: The Only Way of Life*. Playing just to have fun was no longer valid. To certain types of people, it seemed victory was the only thing that mattered.

When these supremely annoying people win, they won't let anyone forget it, but when they lose, they nearly cry, and refuse to accept that the game was fair. Such sore losers and sore winners are pitiful. I have two words for them, and for everyone else who plays any sort of competitive game and thinks of it as the most important events in their lives: *lighten up*!

Don't get me wrong: I still love the game. But I refuse to have anything to do with this ultraserious type of opponent. And that's what I think everyone should do. Instead of having to deal with the aggravation of these people, simply stop playing against them. These days, I choose who I duel with very carefully. If you're out to have fun and enjoy the game, I'll gladly play. But if I find that you take the game as hardcore, over-the-top reality, then I won't be playing *Magic* with you.

Of course, if it came down to playing an overserious opponent or being chased by the six-foot-tall, 300-pound German shepherd that lives near my house, I'll play the game—it's far less hazardous.

Games were meant to be fun—nothing more, nothing less. Let's make sure *Magic* stays that way.

Mike Fasolo

Mike Fasolo
Assistant Editor



guys and gals who make this

M T +

EDITORIAL

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What are the nastiest card combos around?

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This world is the Netherworld.

NETHERWORLD is an expansion set for the **SHADOWFIST** trading card game.

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By Robin D. Laws

BLOW THINGS UP!
BLOW THINGS UP!
BLOW THINGS UP!
—motto of the Jammers

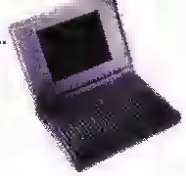
FENG SHUI is a new roleplaying game set in the world of **SHADOWFIST**. This isn't some cheesy spin-off; **FENG SHUI** was developed simultaneously with the card game by the same designers, and it does for RPGs what **SHADOWFIST** did for CCGs:
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INQUISITION Evolution

OK, so we're still mokiug chouges. Think of InQuest os u work iu progress. We're ulways oddiug pieces to the puzzle... uutil we get the right puzzle.

The lotest debote—o rogiug debote, I might odd—is over our *Mogic* guide. As of issue #4, we chouged the formot. The first three issues of the price guide were divided first by set oud theu by color. Stortiug with issue #4, we seporated the guide iuto o price sectiou oud o ployers sectiou, oud orrouged ployers guide listiugs by color oud theu olphobeticolly; sets ore listed, but don't figure into the orguuizution. Fiuolly, iu issue #5, we udded the fiuol touch: u high/low ruuge for cord prices.

Why? A uumber of reosous. No louger were the prices with the descriptious, mokiug the formot eosier and quicker to look up (uot to meution more occurote, giveu the rouge). Also, believe it or uot, we soved o lot of spoce: we now ouly hove to list euch *Mugic* descriptiou ouce. Thut's ollowed us to fit eveu more collectible cord gomes iuto the mix, like *Blood Wars*, *Roge*, *Shadowfist*, oud *OverPower*. Plus, we thought it looked cooler.

The eurly vutes ore iu, oud it's olmust o deud-even split. Holf of you love whot we've done, oud hulf of you would rather poste copies of the old price guide iuto the bocks of our lotest issues.

So we're oskiug you for eveu more feedbock. If you'd like to get iu your two ceuts... don't seud peuuies. Seud me your opiuiou: whether you're for or ogoiust our uew price/players guide, ond o reosou or two behiud why you feel the wuy you do. Thiuk obout it: you get to vute, oud you dou't huve to figure out how tu operote oue of those big, dumb, duuky Electiou Doy booths.

All thut soid, uur letters this mouth opeu up with both sides of the price guide debote...

Pros and Cons

Your mag is way cool. Keep it up. Your quality of work has converted me from "the other" price guide for *Magic*. I really like the new format you provided, putting the spoilers in colors away from the price guide, in alphabetical order. Bravo! This is the best thing you could do...

Scott Luers
Riverton, WY

One word... Nooooooooo!!!!! For months I have been buying *InQuest* because the price guides were perfect. All the information was right at my fingertips, in alphabetical order, by color. In one glance I knew the series, name, color, casting cost, artist, special abilities, and price of every *Magic* card I own. Now, in issue #4, you've changed your system! Why?!? Now the prices and descriptions are separate, the list is just in plain old alphabetical order, and I hate it!

If only you would change your price lists back to their original, wonderful form, I would tell you that your magazine is the greatest gaming magazine around. And if you don't, it'll still be pretty darned good.

Jill Konor
Stevensville, MI

Like I said, it's quite the debate. What say the rest of you...?

Liquid InQuest

Your magazine... I love it. If it was liquid, I would hook it up to an IV and pump it into myself. Just thought I'd let you know.

Jemes Moening
Indigo Mountein Creotions

Waw! We appreciate the sentiment, but we can't go liquid. Have you ever tried to get 100,000 words to float in perfect harmony? Wait—don't answer. Just try gluing InQuest to your eyeglasses or something...

Worshipping the Wrong Gods



My friend stupidly left a copy of your mag at my house... the fool. Looking at it, I can honestly say you guys have to be gods of some sort. Still not sure what your alignment is—good or evil—but you guys are definitely gods!

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Peter Korsberg
Brooklyn, NY

Now that's a letter of praise! Just for that, Peter, you're exempt from this year's sacrifices.

Greetings from the High Moster of Orion

Greetings from Jordan, son of Gilean, brother to Astinius, High Master of Orion, Avatar of Britannia, and Mayor of Heresville.

I have made *InQuest* the Galactic Magazine of Orion. Congratulations.

I was shocked after purchasing a book which listed all the cards through *Fallen Empires* and what they do (except Elvish Hunter, and it was a $15 book!), when the very next day I purchased *InQuest* #1 and saw the very same information, along with a price guide, for a lesser cost.

I have secret information for *Magic*-playing *InQuest* readers only. *Illuminati* players may read only if they ice the blue fnord under the floating Studebaker. *Spellfire* players need a note from their doctor, and *Star Trek* players must contact me at Farpoint for permission. Here it goes.

Rukh Egg, Skull of Orm, Life Chisel or Diamond Valley (or both!), and Animate Dead or Dance of the Dead. Sacrifice the Rukh Egg to the Chisel and get three life and the 4/4 flying Rukh. Animate or Dance the Rukh Egg back. Sacrifice it to the Chisel next turn for three more life (four if you use Dance of the Dead) and another 4/4 flyer. Use the Skull to bring the Animate Dead/Dance of the Dead back to your hand. Repeat.

Cheesily Yours...
Jordan Webb
Nuntley, IL

Wow, the Galactic Magazine of Orion. We're honored. Now please tell us Orions have eyes.

Rip-Off

The only place around where I live to get *Magic* cards [charges] $17 a starter deck!

Most of the people that play *Magic* around here have boycotted the store, but sometimes it's just easier to spend $6 for a booster than to wait a week or so for one. Is there anything we can do to get the store to lower its prices?

Tom Flack
Marrill, NE

You mentioned the solution, Tom... you have a choice. If a store is charging outrageous prices, buy from another store. If you don't have another store in the immediate area, then you might try mail ordering, searching cards out on the Internet, or trading with your friends or other Magic players when you get the chance.



De-Evolution at its Finest

I am collecting as many Kird Apes as I can get my hands on! I want to cover my wall. If you could put my address in your mag and tell everyone I want Kird Apes, I would be very happy!

Bill Sherwood
Coos Bay, OR

Hey, we're huge fans of monkeys—pound for pound, Kird Apes are the best creature in the game—but don't you think you're taking this wallpapering thing a bit too far? Most people stick with posters of swimwear and bodies, beautiful scenery, or museum artwork. How many Kird Apes fit on a wall, anyway?

Aspiring Artist

This is an incredible magazine. I've never read anything like it. The price guides would put *Consumer Reports* magazine to shame, and I like the Killer Decks features (though the writers could do more to not include "unobtainables" like Moxes in them)... I like the way you guys have broad horizons, and don't just focus on price lists.

Finally, could I have the address to the relevant WotC bureau, as I am an arts student who would like to inquire about the possibilities of doing some work for them...

Keep up the terrific work, you guys. Live long and prosper, and may you soon reign supreme.

John in Canada

Thanks for being the voice of Canada, John. We appreciate the kind words. In issue #4, we ran a news story on your very question... doing artwork for Wizards of the Coast. It's worth giving the info again:

Send a cover letter with your telephone number, a self-addressed, stamped envelope, and six to 10 finished full color art samples (no originals) to Wizards of the Coast, P.O. Box 707, Renton, WA 98057. Address your samples to Sandra Everingham if you're interested in Magic and Vampire, to Chris Rush if you're interested in Netrunner. Good luck!

To Keep or Not To Keep?

I have just bought your July issue, and I must say it's a great magazine. I read the whole thing. I never really read the magazine part of a price guide, but this one was worth it.

There is just one thing that I think would make it better. In the back of the book, I noticed several little pieces of price lists. I play most of the games that were listed there, and I think it would be good if there were a full price list on them.

T.J. Oney
Lubbock, TX

Space is the problem, T.J. We don't have enough of it to fit everything in, but we're trying. We thought about expanding to Bible size, but figured a) trees wouldn't like it and b) we'd be long dead by the third month of deadlines. Basically, we devote the most space to the more popular games. What's everyone think? What stuff would you like to see more of? less of? Write—we love to hear what you have to say on InQuest!



Wyvern & Were-Pez

I am impressed. When I first picked up your mag, I did not think it would catch my interest, since I only collect *Wyvern* cards, but you did. The humor, articles, and contests [especially the Were-Pez *InQuest* Contest in issue #4] grabbed me by the toe and dragged me along.

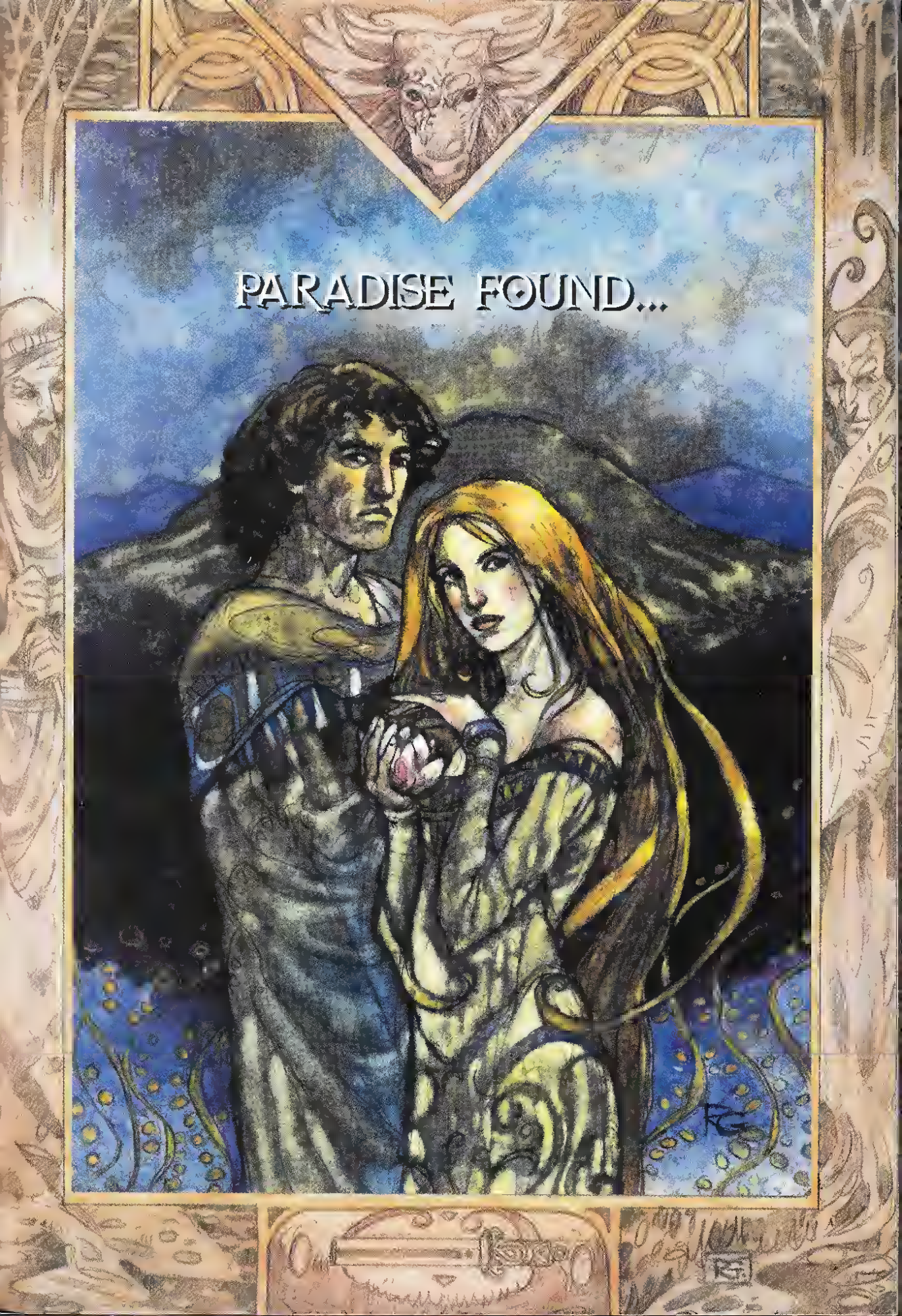
Jahn Nickle
Cyberspace

P.S. Did you know your mag, when read backwards, says, "pizza hot, know three rsdkjvgs|"? Damn satanic magazine.

Actually, I think InQuest *backwards is "Tess-YOU-quinn-eye." And by golly, there's nothing satanic in that. In fact, after these next set of letters, we won't mention the guy downstairs again. (Uh, not counting our interview with Satan on page 42.)*

Psychic Coll

I just picked up a copy of your mag for the first time, and I must say *bravo*! Only one small question. In On The Shelves, you list new and current games. I've just opened a small (read very small) store. Would it be possible for you to add the contact info for the companies for these products? As a dealer, it would


PARADISE FOUND...

be immeasurably helpful to me, and I'm sure to others as well.

Rich Jolitz
Winter Springs, FL

You'll be happier than a Fungusaur in Pokesville, Rich. We've added just that very thing—company listings—to our price guide (see page 97). We'll be updating it constantly, and if anyone sees a company that we've missed, let us know.

Too Many Initials

I really appreciated Eric Black's and John Seals' articles in the July issue. Finally, a magazine whose writers have a real sense of humor.

Another point I like is your card combos. Much more originally stated than in other magazines, plus you actually have the heart to tell us poor beginners just what it is you're doing, instead of hoping we can figure it out ourselves. Now if only space (and design of the cards) permitted that for the *ST:TNG* and *INWO* CCGs (that's far too many initials in one sentence, isn't it?).

Chip Grimshow
Moumee, OH

P.S. I'm writing this at work, proof that cyberspace is much cheaper than a stamp.

Thanks for the look at our mag, Chip.

"Does God Cry..."

My name is Keith and I am a 23-year-old student currently living in Arizona. I have been a fantasy gamer since the age of 10, when my parents bought me the second edition of the *D&D* basic set for Easter. I just finished reading the article by Eric Black in issue #4 ("Does God Cry When You Play *Dungeons & Dragons*?"), and I must confess I have a father that hates the fact that I play fantasy games.

In 1986, I was diagnosed with manic depression, yet I have always been a functional person. Ever since that diagnosis, my father has waged war with me and my roleplaying gaming, blaming the heart of the problem on the fact that I "danced with the devil" for all those roleplaying years...

I totally agree with the stance Mr. Black insinuated in his article. I think these games are harmless. What we must look at here is the whole picture: not what the games do to damn us, but what they do to help us!

In school, I had a very hard time with people, but I always knew that when I got home at 3:30 or so, I could retreat into *my* world where for once I was in charge of things. Some will say retreating into fantasy worlds is bad, but it worked for me. It saw me through many tough times. Also, look at the fact that I have never tried drugs, got arrested, or even cut class...

What I am basically trying to say is this... you can love gaming without worshipping Satan. *D&D* may have connotations towards Satan, but so does music, television, movies, advertisements, and practically every fun thing in this world. Just be good to yourself and others; love God first. I believe it would be okay with God if you love roleplaying games fourth or fifth.

Keith
Address withheld by request

I am writing to you in response to your article in your most recent issue of *InQuest* about *Advanced Dungeons & Dragons*. I have played *AD&D* for over 15 years now. I am personally appalled that you would have put any sort of view in the magazine that degrades the game in this way. I realize that you do have opposing views in your article, but realize this—all it takes to shy someone away from the hobby industry is simply putting an article in this magazine and having a parent read it... suddenly the game is evil in their minds, because all they see is the headline on the article and then they snap to a judgment...

What I am trying to convey is that all gamers are not Satan freaks, and there is not an all-covering litmus test to find out who is a Satan freak...

Dovid K. Jorden
Boise, ID

I am writing mainly in response to the "Does God Cry When You Play *Dungeons & Dragons*?" article. I would like to note as a player of several game systems (at least four at any one time) that I stand firmly on the pro-game side. First, something that is left out by many "anti-gamers" is that most characters fight on the side of good, performing deeds of justice and honor. Second, the devils and demons are much different than those of theological circles. The spells and rituals are also different in scope, detail, and purpose. It is usually only the names that are the same...

Doug Bolden
Evergreen, AL

Thanks to all of you who wrote in and mentioned how much you appreciated the feature we did on religion in gaming. Now let's get off that Satan thing while we still have an office left.

Mr. Negativity

[Your] magazine is OK, but some of the crap you write about sucks. "Does God Cry When You Play *Dungeons & Dragons*?" was five sorry pages long. Casting for the *Lord of the Rings* movie [in *InQuest* #4]? Please. None of your game variants are very appealing. Drop roleplaying games and focus on cards only. Make the magazine thicker or cheaper. The deck-building articles are OK, and the top 10 things are always fun to read. Just drop RPGs.

J.D. Keirsey
West Point, NY

Which word did you like in our last issue?



Tales From the Crypt courtesy Everett Collection

Cryptic Comments

Hey, have you ever noticed on the beginning of *Tales from the Crypt*, right before the coffin, you see a Fellwar Stone (well, not really, but it looks like one). Oh well, you want comments, I got 'em. First, yes, increasing the size is good. Second, the game variant feature is greeaatt! Third, more articles like the one about roleplaying and religion. Fourth, the price guide and players guides rule! Fifth, ditch Casting Call.

Steve Brown
Perris, CA

Little Things

I noticed in issue #4 that the Royal Assassin card on page 65 is not written in English. What language is it?

Scott Wing
Piedmont, SC

It's Italian. Hey, can we get you in here as a proofreader?


...OR PARADISE LOST?
MAGIC The Gathering™
HOMELANDS
Prestige Format Comic
Nothing is what it seems in the mystical world of Homelands.
• Based upon the highly anticipated Magic: The Gathering expansion deck
• Cover painted by legendary artists Greg and Tim Hildebrandt
• Story by D.G. Chichester and Painted by Rebecca Guay
• Includes one of three rare and powerful cards from the Homelands expansion set
Unlock the Mysterious World of Homelands.
Wizards OF THE COAST
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Goro © Midway Manufacturing Co

Mortal Kombat Deck

I saw your X-Men [Theme Deck] in issue #4, and thought it was cool how you found X-Men "hiding" in your *Magic* cards. When I saw how you made your deck, I quickly began working on a *Mortal Kombat* deck. Here are a few cards I think should go in:

Pit Scorpion (Scorpion)
Lightning Bolt (Rayden)
Icy Manipulator (Sub-Zero)
Venomous Breath (Reptile)
Guardian Beast (Goro)
Shapeshifter (Shang Tsung)
Abomination (Baraka)
Smoke (Smoke)
Sorceress Queen (Sindel from *MK3*)
Dire Wolves (Nightwulf from *MK3*)
Web (Cyrax from *MK3*)
Disintegrate (Toasty Fatality)
Soul Exchange (Soul Sucker Fatality)
Arena (Shao Kahn's Arena)

Bill Wheldan
Weare, NH

Hey, that was pretty cool, Bill. Theme decks are a blast. We encourage everyone to participate, and the best ones we receive will get published!

Stickler

In *InQuest* #3, the new cards on the restricted list are Balance and Fork (listed on page 10), but in Killer Decks on page 22 there is a white deck titled "The Crusaders" that uses three Balances!!? What's the deal with that? Sorry to be such a stickler, but really, you can't go back on new rules!

C. Lush
Tallahassee, NM

Man, you'd better check the fine print in any contracts you've been signing lately. .

You're right, Balance has been restricted to one, and there were three in that deck, but we had already gone to print with that installment of Killer Decks when the new rulings hit. We slipped in an editor's note at the end of the column (page 23) to explain it all.

Keep the Presses Rolling

I just picked up issues #3 and #4, and I must say that I'm impressed! I do, however, have a couple of questions:

1) Everywhere I look, everyone is out of *Magic* starter decks! Help! Where can I get some?

2) How can I get a list of all of your Killer Decks?

3) You guys don't have White Wolf's address, do you?

By the way, kudos on the "Fun With Mutants" [Theme Deck In *InQuest* #4]!

Jeremy Puckett
Greensburg, KY

Let's see if I can take a stab at your questions:

1) It's tough going nowadays, but I imagine starters'll be available after the slew of releases dies down.

2) We're looking to do something along the lines of reprinting all the Killer Decks by year's end.

3) Sure we do. White Wolf's and many other game companies' addresses are listed on page 97.

Chivalry to the Rescue

I am a female player of *Magic: The Gathering*, and it seems that I have run into a problem: in multiplayer games, I am the one who always gets picked on. In a one-on-one game, I can hold my own, but I have a hard time surviving against about five other players (all guys). Any suggestions for me?

Lani Fukada
Nawi, NI

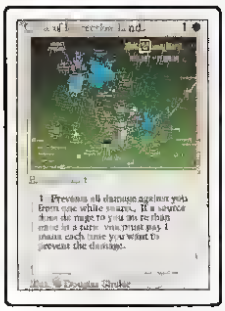
What kind of setup is that? Any of those guys ever hear of chivalry, or fair play? Not just you, Lani, but anyone who finds themselves continually getting picked on in multiplayer games should give their friends a polite talking to, or find some other partners. Once again, the idea is to have fun.

Things That Don't Make Sense

Shouldn't the pictures and names of the *Magic* cards Drop of Honey and Natural Selection be switched? Because natural selection is the weeding out of the weakest creatures, exactly what Drop of Honey does. Also, doesn't Drop of Honey sound more like a card that lets you look at three cards than a card that destroys creatures?

Rass Raemer
Pisma Beach, CA

Yeah ... Block Lotus should really be Mono Flare, and Land's Edge, Manabarbs. For that matter, shouldn't Cosmic Horror be in Galactic Empires, and that Stasis picture in the Guggenheim?



COP: Lands

I think you guys should make a Circle of Protection: Lands. Reasons: Glacial Chasm, *Ice Age* dual lands, mana burn.

Ricky Zeedyk
Las Vegas, NV

Wow, wouldn't it be cool if InQuest had the power to create official Magic cards? You know how many dinosaurs and Arthurian knights there'd be running around in Dominia?

Unabashed Praise

What can I say? Your mag is a ray of hope in an otherwise boring sea of gaming mags. Especially the humorous tips in the price guide.

Chris E. Shackey
Weynesbara, PA

Thanks, Chris. We're outta space this month, but have no fear—next month's letters are already piling up. So until then, may your Lhurgoyfs be warm and comfy.

Michael Searle
Editor

Send yer letters to InQuestMag@aol.com or:

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NEW *MAGIC* TOURNAMENT

Wizards of the Coast has added an experimental tournament format for its *Magic: The Gathering*. The "Type 1.5" format, which falls between the Type I and Type II tournaments, will debut at AndCon '95.

The rules for Type 1.5 are the same as for Type I, except for some important changes to the lists of restricted and banned cards. Normally restricted cards that are banned in the new format are Ali from Cairo, Ancestral Recall, Black Lotus, Channel, Chaos Orb, Demonic Tutor, Falling Star, Library of Alexandria, Maze of Ith, Mind Twist, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Sol Ring, Timetwister, Time Walk, and Wheel of Fortune. *Ice Age*'s Enduring Renewal, Jester's Cap, Jester's Mask, Zuran Orb, and Zur's Weirding were added to the restricted list.

Also, all Summon Legend and Summon X Legend cards were removed from the restricted list, although only one of each card may be in play at any time.

Magic: The Gathering is a trademark of Wizards of the Coast. Wizards of the Coast is a registered trademark.



The Duelists' Convocation, the Wizards of the Coast department that organizes tournaments, claims that the Type 1.5 contest is purely experimental and that its restrictions, particularly for *Ice Age*, will not necessarily cross over to the regular Type I and II formats.

The Type 1.5 tournament is being held at the AndCon '95 convention in Toledo, Ohio. This convention is run by Andon Unlimited, the convention management company purchased earlier this year by Wizards of the Coast.

Type I tournaments, the original *Magic* tournament format, allow the use of any *Magic* cards except those on the banned list. Decks must be at least 60 cards, and there may be only one of those on restricted lists, and only four of other cards except basic lands. Type II tournaments add another restriction: only cards in the basic set (currently Fourth Edition) and the two most recent expansion sets are allowable.

For speculation on how the new format could affect the card market, see Card Stock on page 84.

—Jeff Hannes

Killer Instinct Comes to Cards

Topps is coming out with a collectible card game based on the popular *Killer Instinct* arcade game. The collectible card game boasts an easy combat system with which a player pits one or more game characters against his opponents in a contest between Shadow Corporations.

The CCG will have 300 common, uncommon, and rare cards. They'll feature high-quality shots from the arcade game, never-before-seen pictures based on the original *Killer Instinct* computer models, and original artwork from artist Norm Dwyer. Half the cards will represent combat maneuvers, while others, like the Arena cards, will change the rules of the combat. There will also be Enhancement cards for the characters, and special cards featuring Shadow Corporation personnel, the CEO, and combat cheerleaders!



The *Killer Instinct* collectible card game will be on the shelves in spring 1996. Prices are tentatively set for 60-card starter decks at $7.95 and for 15-card booster at $2.45.

—Richard Anderson

FPG Expands *Guardians*

FPG's first expansion set for its *Guardians* collectible card game hits the stands this November, at the same time the company introduces a new gaming division.

FPG Games will handle everything from board games to roleplaying games, according to company spokesman Josh Hvizdos. While *Guardians* will be the main focus, with four expansions planned for next year, a new card game is scheduled for mid-1996 and a board game later in the year.

FPG Games' personnel include the director, Luke Peterschmidt, who co-designed *Guardians*; art coordinator and staff artist Keith Parkinson, *Guardians*' other designer; and staff artist Brom, who helped illustrate the game.

Dagger Isle, the first expansion set for *Guardians*, is set in the Western Isles of the *Guardians* world, differing from the Midlands setting of the basic game. Future expansion sets will also explore different areas.

"Dagger Isle, located in the mouth of the Blood River, is where the pirates hang out, at the cove, doing all sorts of pirate things," Hvizdos says. "There's a pirate village on the island perimeter, and deeper in on the island, there's trolls, wizard cults, undead, things like that."

About 15 percent of the 120 new expansion cards will focus on pirates, with the rest a mix of monsters, undead, and other cards and opponents.

The three main *Guardians* artists return in the expansion set: Brom, known for his work defining the look of TSR's *Dark Sun* roleplaying setting; Keith Parkinson, also known for his extensive work on *Advanced Dungeons & Dragons*; and veteran comic-book fan-favorite fantasy artist Mike Ploog. Brom now works for FPG as a full-time artist, while Parkinson works for FPG as art coordinator for its gaming projects.



Dagger Isle introduces three artists new to *Guardians*: Chris Achilleos, Rowena, and Den Beauvais, all well-known fantasy artists.

The 120-card expansion set is being sold in 14-card packs with a suggested retail price of $2.79 per pack.

—Andrew Steven Harris

QUICK TAKES

TSR, Capital City Go Exclusive

Capital City Distribution has agreed to be the exclusive distributor of TSR games and books to the comic book direct market, beginning with products shipping in December. The agreement does not affect TSR's distribution to game, book, or hobby stores. "We believe that there is a strong correlation between the comic customer and the TSR customer," says TSR President and Chief Executive Office Lorraine Williams. She adds that Capital City's ability to promote, distribute, and merchandise "in a manner consistent with the normal practices of the comic trade channel" would "increase [TSR's] presence in the comic specialty trade."

—Patrick Daniel O'Neill



Quest for the Ring

Why is Iron Crown Enterprises publishing a J.R.R. Tolkien-based card game and not *Magic: The Gathering* publisher Wizards of the Coast? "Our staff was working on two competing game designs, and we couldn't bring the ideas together," says WotC Director of Research and Development Mike Davis in a press release. Another reason, WotC, which co-designed (and co-re-designed) *Jyhad* and is working on a highly anticipated *Cyberpunk* card game, "ended up with just too many games to co-produce, plus having to spend more and more time on their own games,"

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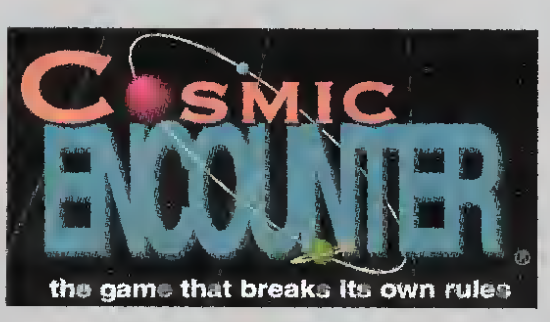
says ICE Sales Manager Deane Begiebing. Last spring, Tolkien licensor ICE finished a major game-revision project, and *Rolemaster* designer Coleman Charlton turned his attention to a *Middle-earth* card game (see "Art," News & Notes, *InQuest* #5). The game is due in early December and will contain art by Ed Beard Jr. and Liz Danforth.

—Greg McElhatton

Charity Caravan

A Plantation, Fla., hobby store will be holding a charity raffle and costume contest on Nov. 1, 1995, when the Wizards of the Coast Caravan comes to town. All proceeds from the events at Comics & Collectibles will go to two local police officers who were injured when they intervened in a hostage-taking. Due to a city regulation, the officers will lose their health insurance if declared disabled. The Wizards Caravan is a series of free-admission promotional appearances at retail shops across the United States. *Magic: The Gathering* artists Tom Wanerstrand and Christopher Rush will appear at Comics & Collectibles and other Florida stores in November. For more information on the Comics & Collectibles event, contact Karen at (305) 791-8022.

—Patrick Daniel O'Neil



Mayfair Goes Cosmic

Mayfair Games is releasing *Simply Cosmic*, an introductory version of the cult classic game *Cosmic Encounter*. The new version, containing a five-piece game board, 110 cards, 80 tokens, a hyperspace cone, and a rule book, will retail for $20. There are also eight alien power cards illustrated by Ed Beard Jr., which

Get a Piece of the Action with *Gangland*

Corglenburg is hoping that its new card game, *Gangland*, will link traditional games with collectible card games.

The 1920s and '30s Mafia game is due out this fall, probably in November. Unlike collectible card games, *Gangland* will come as a complete set. With a suggested retail price of $19.95, the game box contains 50 characters, 112 action cards, a six-sided die, and a fully illustrated rule book. The first printing also includes two limited edition cards. Two to eight players can begin playing immediately with this basic set.

However, within three to six months of *Gangland*'s release, Corglenburg will begin creating booster packs. These packs include new possibilities, modifiers, and events for their basic game. By combining the basic set and booster packs, Corglenburg hopes to bridge the gap between traditional games and the collectible market.

—Rich Warren

Acclaim Explores *Homelands*



Acclaim Comics' latest fantasy foray is *Magic: The Gathering—Homelands*, a 64-page, single-issue story based on Wizards of the Coast's new *Magic* expansion card set (see On the Shelves on page 25 for more details).

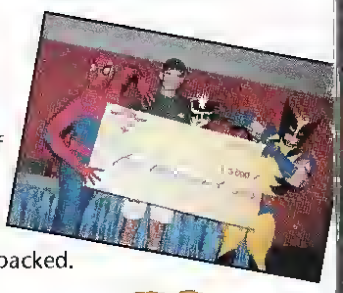
The graphic novel will be written by *Daredevil* scripter D.G. Chichester and painted by Rebecca Guay. Greg and Tim Hildebrandt collaborated on the cover. The book explores the history of a world isolated from the rest of the *Magic* multiverse.

As a special bonus, each issue will contain three rare *Magic* cards.

The book will explain how the cards in the expansion set fit into the storyline, and contain a detailed chronology of the *Magic: The Gathering* multiverse as presented by Acclaim Comics. *Homelands* will be available in October for a retail price of $5.95.

—Richard Anderson

Gen Con



Gen Con is huge. In terms of physical size, the exhibition hall alone fills something like two football fields next to each other. And every inch of it was packed.



Mike Searle
Wizard Press

More importantly, Gen Con is the largest and most important gaming convention of the year. Every manufacturer and publisher that mattered was there displaying their wares, trying to capture the attention of cash-bloated gamers. Fans flooded the walkways in search of their favorite games or some new addition that might pique their interest.

Each year, TSR sponsors Gen Con in its home state of Wisconsin. Not surprisingly, TSR was central to the action with a massive display that was as much a renaissance festival as it was a playground for game designers. Costumed wizards mingled with mages, who delighted to the sounds of minstrels happily performing atop the castle walls. Below the walls, hopeful adventurers gathered, waiting for a chance to become part of the *Ravenloft*, *Planescape*, or *Forgotten Realms* RPGs hosted by the TSR staff. While you waited, lovely damsels stood ready for the chance to sit you down and paint your face.

Every booth buzzed with excitement. Vendors selling everything from hats to sculptures to weapons called out to the fans. Starry-eyed card game collectors snatched up limited edition booster packs, hoping that their booty would be the next *Legends*.

As packs of *Legends* were sold and traded, fans formed lines to meet real-life legends like actors Mark Hamill of *Star Wars*, James Doohan of *Star Trek*, and Adrian Paul of *Highlander*.

Dozens of industry idols signed books, photos, posters, and trading cards, including artists Keith Parkinson, Ed Beard Jr., Richard Kane-Ferguson, Mark Poole, and Kaja and Phil Foglio. The muscular, married Julie Bell and Boris Vallejo were also on hand to crush your skull for the asking.

Despite the carnival atmosphere, one thing remained central: the games. The halls were packed with players intent on testing the newest CCGs. As expected, *Magic* still reigned as king of the convention. Wherever there was floor or table space, there was almost always mana being tapped.

However, a significant number of card flippers were packing away their Moxes in favor of new products. Many square feet of carpet were monopolized by hotshot newcomer games like Fleer's *OverPower*, Alderac Entertainment's *Legend of the Five Rings*, New Millennium's *Battlelords*, Mag Force 7's *Wing Commander*, and Cardz's *Hyborian Gates*. Cards from Iron Crown Enterprises' *Middle-earth: The Wizards* collectible card game weren't finished, but the sneak peek excited gamers, many of whom sported fiery black-and-orange "eye of Sauron" stickers. Older favorites, including *Shadowfist*, *Rage*, *Star Trek*, and *SimCity*, saw plenty of play time.

Although CCGs reigned supreme, TSR introduced a game that may lure the next generation of gamers from paper to plastic. Conventioneers seemed fascinated by TSR's *Dragon Dice*, to be translated into a computer

Mayfair promises will set a new standard for *Cosmic* artwork. *Magic: The Gathering* designer Richard Garfield credits *Cosmic Encounter* as one of the inspirations for his hit collectible card game.

—Andrew Steven Harris

Return to Waterloo

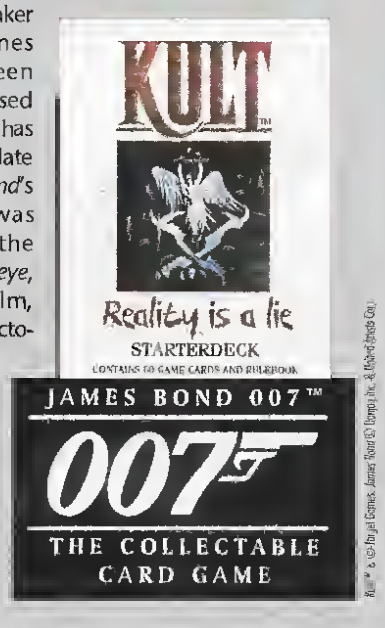


Wargamers will get the chance to recreate the Napoleonic Wars in November when Columbia Games unleashes *Eagles*. With over 300 cards illustrated by Eric Hotz, artist for Columbia's Civil War card game *Dixie*, players can fight four separate battles from the Napoleonic Wars, as well as a version based on the overall Waterloo campaign. Like *Dixie*, cards will be sold in unique 60-card starter decks, there's only one level of rarity, and there won't be any booster packs. Unlike *Dixie*, cavalry will play a bigger part in the strategy.

—Andrew Steven Harris

Horror of Horrors

Two Heartbreaker Hobbies & Games games have been delayed. *Kult*, based on the horror RPG, has been held up by late artwork. *James Bond*'s release date was changed when the release of *Goldeneye*, the new Bond film, was shifted from October to Thanksgiving. Heartbreaker plans to release the game two weeks before the film, which may have its release switched yet again. For more info on *James Bond*, see On the Shelves, page 25.



Destini Productions will only be selling limited edition prints of Ed Beard Jr. artwork from *Middle-earth: The Wizards* collectible card game. An *InQuest* #5 Quick Take on the Destini Productions print sales was illustrated with an Angus McBride painting.

This SUMMER'S HOTTEST GAME

"In eons past, the four powers of Nature – earth, air, fire, and water – brought forth two races to care for their new world. One race, the Selumari, or coral elves, was made the guardian of air and water. The other, the Vagha, a dwarfish race, tended the earth and fire. Together, they worked to nurture the young world.

"Death, Nature's nemesis, created his own races to wrest control of the elemental powers. The Morehl, or lava elves, worshiped fire and destruction. The Trogs, a goblin race, sprang from earth and corruption. From the instant of their creation, fierce conflict enveloped the world. Hordes of Selumari, Vagha, Morehl, and Trogs swept across the land in endless battle, using their elemental magic to wreak havoc and summoning dragons to turn the tides of war."



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version in the future.

Speaking of computers, tech-heads strained their microchips playing demos of games from Capcom, Origin, Legend, FASA, Activision, and many more. Trying to find an empty seat to give these games a test was nearly impossible.

At one end of the convention hall, gamers played massive RPGs with scale models of battlefields and cities so realistic that onlookers seemed to be giants looking down at a landscape. Players stood over 3-D boards as wide as 20 feet moving their miniature adventurers, while interested spectators hovered over their shoulders trying to catch a glimpse.

Even after the doors closed for the evening, the hotels halls brimmed with gamers participating in card tournaments, corporate soirees, and live-action role-playing games.

Of course, some of the sideshow acts were as entertaining as the actual games. The heavy metal band GWAR paraded around in full regalia. Actors dressed as superheroes—including Spider-Man, Wolverine, and Voodoo—walked the convention halls. And what convention would be complete without a joke-spewing, juggling Klingon doing magic tricks?

The *InQuest*-powered *OverPower* tournaments drew throngs of comic book and gaming enthusiasts. In the end, Gabriel Alonso, 24, walked away with $5,000 after winning the Gen Con *OverPower* Kickoff Tournament. Harley Pineda, 17, also took home $5,000 at an *OverPower* tournament at the San Diego Comic Con, also sponsored by *InQuest*.

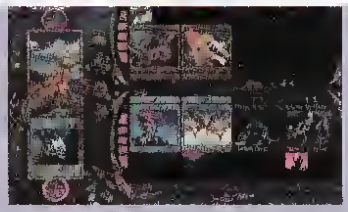
—Buddy Scalera and Mike Fasolo



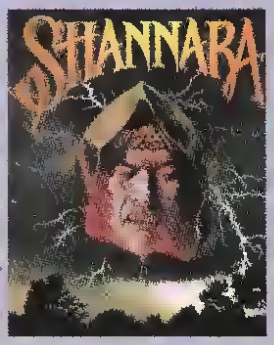
MicroProse Axes *Magic* Programmers

By Rick Moscatello

■ There's been a major shakedown at MicroProse, which is making the *Magic: The Gathering* CD-ROM game. Over 30 employees were fired and escorted off the premises in early September, including members of the *Magic* team. MicroProse spokeswoman Paula Scarfone declined to discuss the reasons for the firings, but did say that project head David Etheredge was still working on the CD-ROM and that the game, originally promised for summer 1995, would be released within a year. Scarfone also said that the company was reconsidering its on-line *Magic* collaboration with GEnie ("Worldwide Magic," News & Notes, *InQuest* #5).



■ Those masters of megamerchandising at Disney Interactive will release *Pocahontas: The Video Game* in November 1995. Billed as the first video game in which the objective is to prevent, not wage, war, this offshoot of the latest animated blockbuster promises to reward non-violent problem solving.



Shannara ™ Legend Entertainment Co

■ Also due out in November from Legend Entertainment Company is *Shannara*, based on the fantasy novels by Terry Brooks. While the game features an original storyline by designers Corey and Lori Cole, every game box also includes the bestseller *Sword of Shannara*, the first of Brooks' series. Legend also plans on producing other multimedia fantasy adventures including Robert Jordan's *Wheel of Time* series, Piers Anthony's *Xanth* novels, and Jack Chalker's *Well World*.

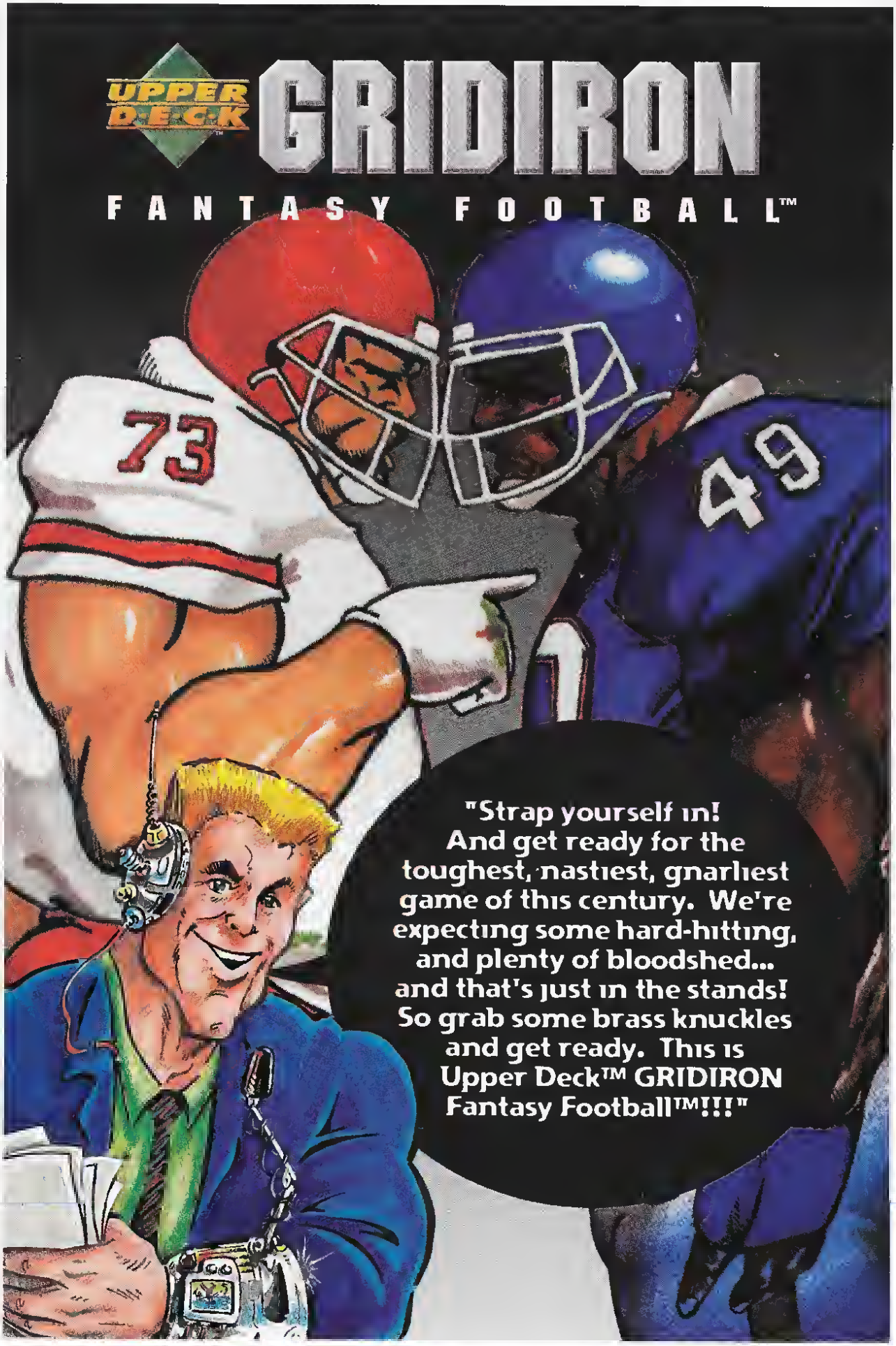
■ Us old gamers (pushing 30 or more) will be pleased to hear that QQP has unleashed *Awful Green Things From Outer Space* on the general public. While Tom Wham (rhymes with bomb, and the designer of the board game) doesn't have a personal hand in the computer game, QQP claims to have preserved the "original slapstick feel" of the '70s classic (yikes, I sound like a DJ!)

■ Also out is Origin's latest entry in the *Wing Commander* series ($54). By all accounts, *III* is at least as difficult as the previous space-combat thumb breakers. Those without prescience or some other method of avoiding being blasted by the overwhelming odds are encouraged to press Alt–O while flying and selecting invulnerability from the options listed.



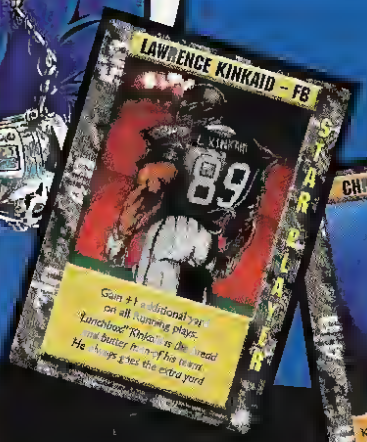
■ If you've ever heard of Patrick Stewart, you should check out Spectrum Holobyte's phenomenal *Star Trek: The Next Generation: A Final Unity*. Except for a few claymation-type sequences, the graphics and sound are incredible—the television actors do the voices, so the performances here are far above the industry norm for CD-ROM games. The storyline once again has the crew of the *Enterprise* saving the universe. Thanks to computer graphics, the Federation finally has to deal with aliens that don't look like humans wearing make-up, wigs, or plastic attachments.

■ SSG has released *Warlords II Deluxe*. Judging by the value of *Warlords II*, I wouldn't be surprised if some fanatical gamers weren't tempted to fly to Australia, where SSG is based, and where the game was first released.


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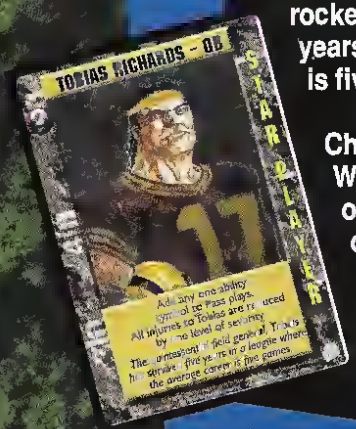


"Let's take a look at some of the league's best players."

Lawrence "Lunchbox" Kinkaid-- Fullback
Big, strong and practically unstoppable. "Lunchbox" always wants the extra yard-- and usually gets it.

Tobias Richards-- Quarterback
The quintessential field general. A scrambling, rocket-armed veteran who has survived five years in a league where the average career is five games.

Chris Ferguson-- Kicker
Who says kickers aren't tough? Chris once drop-kicked an opponent's helmet over fifty yards-- and the player was still wearing it!





With over 300 cards to collect and exploit, this game is simple to learn and easy to play. Best of all, you'll discover new levels of strategy during each and every game!


FLYING WEDGE
RUN
Objective: 10 Yards
The line is pushing downfield in the attempt of the Wedge formation
Illegal Use of the Hands: 10 yards
And for those fans out there who are wondering if this is truly a tougher game, take a look. Even the cheerleaders are dangerous!
"This year's Upper Deck™ GRIDIRON Fantasy Football™ league features 8 teams. Here's a look at some of the top squads."
Northern Division:
The Ravens:
The most deadly team in the league. Three teams disbanded last year after crushing defeats at the hands of these vicious animals.
The Piledrivers:
The biggest team in the league. No finesse, just smash-mouth football. Their team motto? "Just kill, baby."
COACH MARK MCKENNA
COACH
KEY ON HALFBACK
RUN
Southern Division:
The Griffons:
Last year's champion and the most resilient team in the league. They barely edged out the Ravens for last year's title.
The Barons:
Crafty, quick-thinking and devious. Proof that brains can get you somewhere in this world.
RISE TO THE CHALLENGE
CHALLENGE
HOME VIEW
It's Upper Deck™ GRIDIRON Fantasy Football™! Where rules and bones were meant to be broken. And remember, in this game you don't just play to win-- you play to survive!

What's the story on Upper Deck™ GRIDIRON Fantasy Football™?

This game brings home all of the excitement and action you'd expect from an afternoon of football--and doubles it. You get the down-and-dirty, in-your-face football action you want. And, just like in the real game, only those with the greatest skill and the "Will to Win" will rise to the top.

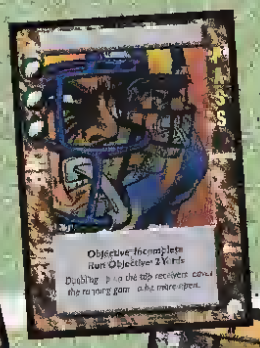
Here's how to play.

As a coach, you build your team. You decide who plays. You decide who rides the bench. Which wild cards will you have hidden up your sleeve? Sure, you have your "diehard fans" and your "Martial Arts Training." But will it be enough to stand up to a team like the Ravens, known to be "come from behind winners?" Victory or humiliating defeat will ride on your actions.



And that's just the beginning! You can customize "action decks" that provide all the ammunition you need to complete your plays successfully...and grind your opponents into the dust.

Upper Deck™ GRIDIRON Fantasy Football™ offers you the chance to experience football as never before, whether your strategy is true-to-life, head-to-head football or something that throws out the rule book and goes full-out for victory.



Where to get it.

Inaugural Hobby Edition cards are available at special gaming, hobby and comic shops across the country. Inaugural Retail Edition cards can be found in a few major retail outlets where they recognize a cool new game when they see it.







How to get started.

Getting started is simple. You need two players and each of you needs a starter deck. (We recommend you wear protective gear, but that's another subject entirely.)

And don't forget to ask your local retailer or hobby dealer about the Upper Deck™ GRIDIRON Fantasy Football™ Kickoff Tournament! Stores all over the country will be running tournaments with lots of cool prizes like apparel and special cards that you can't get anywhere else.

Once your coaching prowess has been established, the best way to play is to start a league of your own, either with friends or through your local retailer. And remember, with Upper Deck™ GRIDIRON Fantasy Football™..."It's not how you play, it's how you win."™

UPPER DECK GRIDIRON

FANTASY FOOTBALL

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ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES



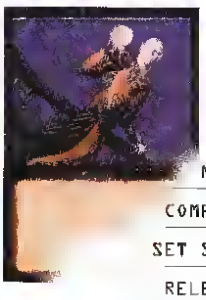
NAME: **Conflict**
COMPANY: WildStorm Productions
SET SIZE: 150 cards
RELEASE: October 1995
PACKAGING: 12-card booster packs
SUGGESTED RETAIL: $2.25 per pack

Here's the Deal: This first expansion for the *WildStorms* superhero collectible card game emphasizes psionic combat more than the original release. Also, look for characters like Lord Entropy from *WildC.A.T.s*; the villainous Kindred and Chasers; and the Deviants, a new team that will debut in *Gen*[13] *#6*. New battlesites include Cuba Island from the current *Gen*[13] story arc and Yurgovia from the Voodoo/Zealot one-shot.



NAME: **Doomtrooper Player's Companion**
COMPANY: Heartbreaker Hobbies & Games
SIZE: 160 pages
RELEASE: October 1995
SUGGESTED RETAIL: $9.95

Here's the Deal: This 160-page book answers many of the most-asked questions about Heartbreaker's *Doomtrooper* CCG, and is designed to be both a helpful rules addition and a hint book for beginners. It includes info on deck building, playing strategies, killer combos, and tournament rules.



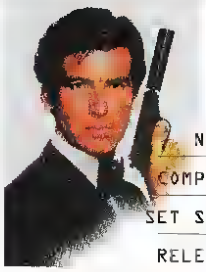
NAME: **Homelands**
COMPANY: Wizards of the Coast
SET SIZE: Over 100 cards
RELEASE: October 1995
PACKAGING: Eight-card booster packs
SUGGESTED RETAIL: $1.75 per pack

Here's the Deal: One wizard can make all the difference in the world... even in death. Especially when that death frees a world that has been locked away from planeswalkers. Planeswalkers like you, who can add the sheltered Homelands to their deck in October when Wizards of the Coast releases its newest *Magic: The Gathering* expansion.



NAME: **The Lost Crusade**
COMPANY: Chameleon Eclectic Entertainment
SET SIZE: 300 cards
RELEASE: October 1995
PACKAGING: 60-card starter decks; 12-card booster packs
SUGGESTED RETAIL: $9 per starter deck, $2 per booster

Here's the Deal: Refight the major battles of World War II, from Anzio to the Battle of the Bulge, as either the Allies or the Axis. Each 60 card starter deck includes 10 rare cards, each 12 card booster, two. Starters are shipped with an even split of Axis and Allies cards.



NAME: **James Bond Collectible Card Game**
COMPANY: Heartbreaker Hobbies & Games
SET SIZE: Over 200 cards
RELEASE: November 1995
PACKAGING: 60-card starter sets with rule book, 15-card booster packs
SUGGESTED RETAIL: $8.95 per starter set, $2.95 per booster pack

Here's the Deal: Players build a "Bond Mission" and attempt to crack it before their opponents can, using cunning, allies, and gadgetry. They can also use villains and seductive women to sabotage their opponent. The limited edition includes never-before-published pictures from the forthcoming *Goldeneye* movie, as well as pictures from classic 007 flicks.



NAME: **RoboRally Expansion Set**
COMPANY: Wizards of the Coast
SIZE: 6 boards; 26 option cards
RELEASE: November 1995
SUGGESTED RETAIL: $29.95

Here's the Deal: *RoboRally*. It's the board game *Magic* designer Richard Garfield pitched to Wizards of the Coast in their first, fateful meeting. The objective in this fun hit is to win a robotic race across a deadly factory floor. The six expansion boards feature new hazards like water obstacles, and the new option cards include a RoboCopter for short flights.

The Wrath of Titania

By J. M. Hanus

If you've been to any tournaments, then you may have heard the rumors that it's impossible to build a high-caliber artifact deck. Well, those rumors just happen to be false.

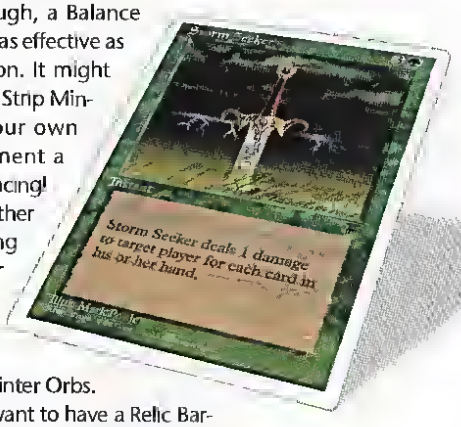
Despite the fact that this deck is over one-third artifacts, it can give even the toughest tournament deck a headache. This deck's based on two principles: land destruction and death by creature damage. The catch, however, is that the deck is creatureless, and the only land-destruction spell is the universally destructive Armageddon. So how does this thing work?

One of the keys to winning tournament games is to outdraw your opponent. Pound for pound, no artifact is better at giving you extra cards than the Howling Mine. However, it usually helps your opponent as well. With this deck, you can use Relic Barriers or Icy Manipulators to tap your Howling Mines after your draw phase. This way, you'll get extra cards, but your opponent won't. You really shouldn't play a Howling Mine with this deck though, unless you have some way of shutting it off.

Another important aspect of this deck is land destruction. If you've got a Sol Ring or some Fellwar Stones out, Armageddons will almost always hurt your opponent more than you. Strip Mines are also included to keep your opponent low on mana; so don't hesitate to use them.

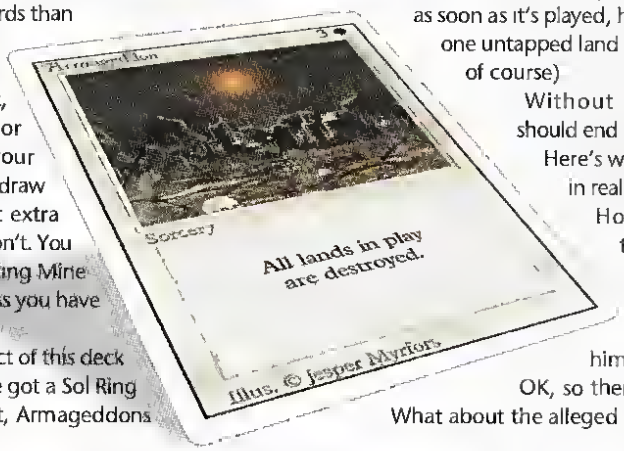


Another way to destroy land is through Balance. With this deck, you will invariably have fewer lands than your opponent. If you keep your land total low enough, a Balance can be almost as effective as an Armageddon. It might even be worth Strip Mining one of your own lands to augment a successful Balancing!



There are other ways of shutting down your opponent's mana production—namely, the Winter Orbs. Ideally, you'll want to have a Relic Barrier out so you can shut off the Winter Orb just before your turn begins. This way, all of *your* lands untap every turn. You'll also need at least one Icy Manipulator to make the Orb really effective.

Once your opponent has tapped all of his lands, use the Icy to immediately tap the one land he untaps each turn. If you've got a second Icy out, you've practically got a lock. As long as you tap your opponent's new land as soon as it's played, he'll never have more than one untapped land in play (barring Fastbond, of course).



Without mana, your opponent should end up with a handful of cards. Here's where Storm Seeker comes in real handy. If you've got some Howling Mines out, keep them untapped for a turn so your opponent will have more cards in hand and you can hit him for more damage.

OK, so there's the land destruction. What about the alleged creature damage?

Artifact Attack

SPELLS

Green
1 Regrowth
3 Storm Seekers
4 Titania's Songs

White
3 Armageddons
1 Balance
4 Disenchants
4 Swords to Plowshares
1 Wrath of God

ARTIFACTS
1 Feldon's Cane
4 Fellwar Stones
3 Howling Mines
4 Icy Manipulators
1 Ivory Tower
1 Jester's Cap
4 Relic Barriers
1 Sol Ring
3 Winter Orbs

LANDS
2 Forests
4 Mishra's Factories
1 Mishra's Workshop
5 Plains
4 Savannahs
4 Strip Mines

SIDEBOARD
2 Circles of Protection: Black
1 Circle of Protection: Blue
2 Circles of Protection: Green
3 Circles of Protection: Red
2 Circles of Protection: White
1 Storm Seeker
2 Tranquilities
2 Wraths of God

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Factories are nice, but they're nothing compared to the havoc you'll be able to wreak with Titania's Song. When you've got a hoard of artifacts out and it doesn't look like your opponent can do much, it's time to play one of your Titania's Songs. Then attack with all of your untapped artifacts, hopefully doing enough damage to kill your opponent in one shot.

It's extremely important that you don't cast Titania's Song too early or it could mean your demise. You usually shouldn't cast Titania's Song until you know you're going to win the game. Otherwise, you'll lose all your card-drawing and mana-manipulating abilities.

If you have the means, replacing basic lands with Moxes definitely helps. A Black Lotus is less useful, as speed isn't that important, and the Moxes'll stick around after Armageddon and Balance.

By now, you may have figured out that this deck is extremely vulnerable to one card: Energy Flux. Regrettably, the only ways to fight it are to use your Jester's Cap to get rid of up to three of your opponent's Energy Fluxes, to Disenchant them as they come out, or to Tranquility them away as soon as possible. Fortunately, not many people play with Energy Flux, so this shouldn't be a common problem.

However, if you're playing in a tournament where Energy Fluxes abound, you may want to consider adding blue to this deck. Sub in some Tropical Islands and Tundras for basic lands and add Counterspells. Since your opponent is playing blue, your Fellwar Stones will help you cast the Counterspells.

The only drawback to adding blue is that it makes you more vulnerable to Blood Moon, so give some thought to what you'll be playing against when tinkering with your library.

Overall, this is an extremely effective deck. Most games take a while, usually not ending until you've drawn half your library. Early on, it's more important to get cards out then to do damage with your Factories. Once you've got things going, it becomes pretty straightforward.

So the next time someone tells you that you can't win with a lot of artifacts in your deck, whip out Artifact Attack and show your opponent just how nasty a 4/4 Icy Manipulator can be.

Jeff Hannes might prefer reading these mini-biographies if he wrote them himself.

Dance of the Demons

It seems that there's always someone complaining that games like *Magic: The Gathering* are satanic. And for every one person that cries satanism, there are at least 20 more who jump to defend the game. But why not give in for a change?

Here's a politically incorrect deck that'll convince any religious activist to have you excommunicated before you can say, "Demonic Tutor taught me everything I know."

Actually, unless you're into live-action *Magic*, this deck is harmless enough. Of course, if you manage to get all of your demons out at once, you'll be looking at an upkeep of eight black mana, three colorless mana, and the sacrifice of two swamps, two creatures and one artifact. And if you fail to pay it? Well let's just say you probably won't survive losing a land, a creature, and 23 life points.

Our apologies to Pat Robertson for this one.

Blasphemy

DEMON LORDS
1 Cosmic Horror
1 Demonic Hordes
1 Infernal Denizen
1 Lord of the Pit
1 Minion of Leshrac
1 Minion of Tevesh Szat
1 Mold Demon
1 Yawgmoth Demon

DEMON FOOD
1 Armor Thrull
1 Basal Thrull
2 Breeding Pits
1 Derelor
1 Hive
1 Icatian Town
2 Initiates of the Ebon Hand

DEMONIC INFLUENCES
2 Dark Banishings
1 Demonic Consultation
1 Demonic Torment
1 Demonic Tutor
1 Enduring Renewal
1 Pentagram of the Ages
1 Soul Exchange

DEMON CONTROL
1 Exorcist
1 Hell's Caretaker
1 Preacher
1 Witch Hunter

MORE DEMON CONTROL
2 Circles of Protection: Black
2 Disenchants
1 Gauntlets of Chaos
1 Life Chisel
1 Wrath of God

SUMMONING TOOLS
4 Dark Rituals
3 Plains
4 Scrublands
12 Swamps
1 Strip Mine



Jeff Hannes
Infidel



Color Me Plaid

By Jeff Hannes

It's happened to all of us. You go into the store filled with hope. You tear open that Fourth Edition booster pack lusting for a Time Elemental, a Nightmare, or a Shivan Dragon. You eagerly flip past the uncommons, finding... Thoughtlace?!

But don't despair. Although the laces are among the least desired cards in *Magic: The Gathering*, they're also among the most versatile.

The problem with laces—and this is why most people don't use 'em—is that you usually need two colors to make them effective.

Usually. In fact, there *is* one monocolor use worth mentioning.

Every color but green has a card that enhances the power and toughness of all creatures of a certain color. (Bad Moon, Sunken City, Chaos Moon, and Crusade, if you're keeping score.) In single-color decks, laces can extend that benefit to artifact creatures. Let's say you're playing black and you've got a Juggernaut and a Bad Moon out. If your opponent tries to Lightning Bolt your Juggernaut, you can respond by Deathlacing it, thus making it eligible for Bad Moon's +1/+1 bonus.

Laces. They don't suck.

Trust us.



Deathlace can also be used to make one of your creatures immune to spells like Terror and Dark Banishing. Just make sure you wait until your opponent casts the spell, or he can target one of your other eligible creatures instead.

If you're playing white and another color, laces can be used in conjunction with Circles of Protection. Try playing green and white with some COP: Greens and four Lifelaces. If your opponent launches anything offensive, just lace it and COP it. It's as simple as that.

The laces also offer some unique countering ability. The most common combo is red and blue "crossblasting." Cast Thoughtlace on one of your opponent's spells or permanents, then nail it with a Red Elemental Blast or Pyroblast. For only two mana, you can counter any spell or destroy any card in play!

Black and green gain countering power when you combine Deathlace with Lifeforce or Lifelace with Deathgrip. (Did you get that?) With these combos, you can lace any spell, then counter it with your enchantment.

White and black can provide each other with countering support through the Order of the Sacred Torch and the Stromgald Cabal. Just lace an obnoxious spell to the appropriate color and tap your Knight to counter your troubles away.

Speaking of black and white, few creatures enjoy laces more than the various Knights and Orders that have protection from black or white. Say you've got a Black Knight out and your opponent has a Maze of Ith. Problem? Not at all. Just give the Maze a nice coat of whitewash with a Purelace, and it can no longer target your well-protected Knight. Is your army of Orders of Leitbur looking down the barrel of a devastating Earthquake? Lace the quake to black and laugh at the tremors.

Suppose you're playing red and green, and you're getting plinked to death by a Repentant Blacksmith because you haven't pulled a green creature. Believe it or not, Lifelace could be your salvation. Next time that annoying Blacksmith attacks, lace one of your creatures to green, then block with it.

If you're playing red/white with few white permanents, throw in some Anarchies and Purelaces. On the other side of the coin, if you're playing white and get nailed by an Anarchy, make your opponent sorry by repainting his toughest permanents.

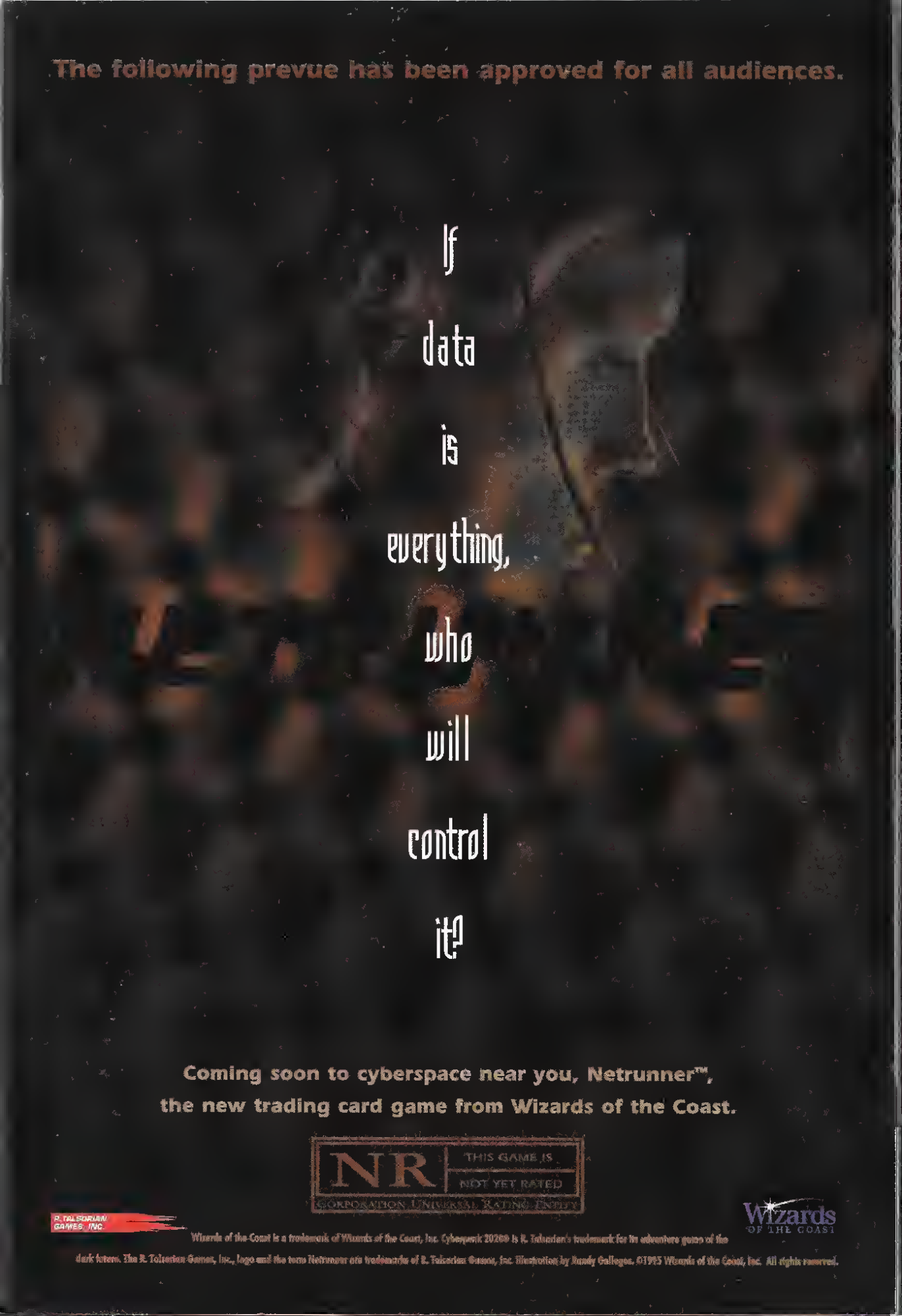
Laces can also slim down the bull's eyes on multicolor spells and creatures. Are red and black circles of protection keeping your Vaevictis Asmadi at bay? Then Lifelace the dragon, making him one—and only one!—new color, and free him to fly circles around your opponent.

If you're going to use a lace to avert a Circle of Protection, take care with your timing. Your opponent will assume he can rely on his COP's protection, so he won't block your creature. Lace up your cards once blocking has been declared, then sit back and enjoy the fun!

Now that you know just how valuable laces can be, I'll gladly trade you some for a couple of Shivans or Assassins. Well, maybe that's pushing it, but at the rate laces go for in cash and trades, they're definitely worth getting your hands on. So the next time you get a lace in a booster pack or starter deck, think positive... then shell out another few bucks in hopes of a cooler card.

Jeff Hannes has trouble tying his shoelaces, let alone using other kinds of laces correctly.

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who
will
control
it?
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Stumpers

By Beth Moursund

Hey, what's this? A new answer persan far the Stumpers section? Yep, Beth "BethMo" Moursund has been daing such a great jab with rule clorificotions ond feature editorial far us that we decided to promote her to the officiol Stumper onswerer personer… Er, samething like thot. So send in your trickiest rules questians, and see if you con fry her broin! We dare yau! —Editars



Chiropractor, shmiropractor, a sharp elbow to the back will cure all back pain

Stumper of the Month

Q: If a Seraph with a Farrel's Mantle attacks and is not blocked, and then chooses to deal its six damage to a Scaled Wurm, does the controller of the Seraph now control the Wurm as well?

—S. Hong, Falls Church, VA

A: Yes. Farrel's Mantle says that the creature deals the damage, and Seraph's power warks an any creature damaged by Seraph that ends up in the graveyard. Your prize far such a great comba: three different foreign-language packs of *Magic* and a pack of the *Legends* expansion set!



Sit-ups! The key to strong abdominal muscles

Q: If you have a Psionic Entity with a Blue Ward on it, can it still da damage to itself?

—K. Acker, Oceanside, NY

A. No. (Technically, it does damage, but the Blue Ward immediately reduces the damage to zero.)

Q: The wording on Nameless Race says, "Effects that prevent or redirect damage may not be used to counter this loss af life." My question is, can I use a Reverse Damage on this loss of life?

—S. Martial, Cyberspace

A: Na. "Lass of life" isn't the same as damage.

Q: If I have a Jade Monolith, a Serra, and two Phantasmal Forces out, and my opponent Fireballs all three of my creatures, can I tap the lands for the Jade Manolith to direct the damage to me and use Reverse Polarity to gain life, or do I take 13 big ones?

—K. Staigerwald, Jappa, MD

A: Damage redirectian never changes the source of the damage. If you use the Jade Monolith to redirect it ta yaurself, the source is still the Fireball. Since Firehall isn't an artifact, Reverse Polarity wan't da yau a bit af good. Can you say "toast"?

Q: My brother and I have a question about the Frozen Shade. In the text of the card, it says tap one black mana to gain +1/+1. Is that permanent or until the end of the turn?

—J. Dally, Southgate, MI

A: All fast effects expire at the end af the turn, unless the card says atherwise. The Frozen Shade shrinks back ta normal.

Q: Can a Sorceress Queen make a Nightmare 0/2, because technically its power and toughness are a special ability?

—F. Rugola, Oceanside, NY

A: The Sarceress Queen changes the numbers in the corner af the card ta 0/2 instead af */*, sa it averrides the Nightmare's special ability.

Q: My opponent has a Nettling Imp and na forests in play. He forces my Gaea's Liege ta attack, which makes Gaea a whopping D/D, but I respond by using my Maze af Ith to pull him out. Does he live or die?

—M. Greene, Provo, UT

A: You have to tap the Liege in the "declare attackers" step of the attack, and you can't use fast effects in that step. He dies before you can get a chance to use the Maze. And even if you could use the Maze ta pull him out of damage dealing, the Liege would still be an attacking creature.

Q: Can I sacrifice an Armor Thrull to my Lord of the Pit *and* give a +1/+2 counter on a creature?

—M. Giere, Cyberspace

A: No. Sacrifice is a cast, and you pay it to a specific effect. Putting 50 cents in a Coke machine doesn't get you a free candy bar fram the next machine aver, and sacrificing a Thrull ta ol' Pitlord doesn't get you a free armor counter.

Q: If I have a Triskelion in play with no counters on it and I Clone the Triskelian, daes the Clone get the counters?

—S. Johnson, Sault Ste. Marie, MI

A: Yes. When you summan a Clone or Doppelganger, the copy gets whatever counters the copied creature would narmally get, no matter how many caunters the turget has. (But when a Oappelganger shifts farm, it doesn't get any counters.)

Q: One af the new creatures from *Ice Age* is the Pestilence Rats. The text says that this creature has a power equal to the total number of ather rats in play. Does this include Plague Rats as well?

—C. Shockey, Waynesboro, PA

A: Yes. Any card that says "Summon Rats" beneath the illustration qualifies as a rat, so Bog Rats are in tao. If there are four of each type of Rat out, the Pestilence Rats will be 11/3 apiece.

Q: If I Fork a Time Walk, do I get two extra turns?

—K. Langone, Athens, GA

A: If you Fork your own Time Walk,

you get two extra turns. If you Fork your opponent's Time Walk, they resolve last to first, so you get an extra turn and then he gets an extra turn. In a two-player game, it's a wash.

Q: Suppose I'm playing with three other players and I put down The Rock. Does it affect all opponents or just one of my choice?
—C. Book, Markham, Ontario, Canada
A: The Fourth Edition version of The Rock says "target opponent," and the earlier versions have errata for multiplayer use. It only affects one player, and you can't change the target once it's cast.

Q: Does a Mana Matrix, Planar Gate, or Stone Calendar cover anything beyond colorless mana? When using a Stone Calendar and Fireball, do you get a free damage?
—M. Rabbins, Pratt, KS
A: They only reduce the colorless part of the casting cost. For spells with X costs like Fireball, Stone Calendar can add one to the X.

Q: If a Leviathon blocks a 1/1 Merfolk, does the Merfolk's controller take nine points of trample damage?
—M. Rabbins, Pratt, KS
A: Trample only works when the trampling creature is attacking. It doesn't do anything for blocking.

Q: If I sacrifice an artifact to Atog, may I Reconstruct it?
—S. Sennatt, Jefferson City, MO
A: Yes. Reconstruction doesn't care how the artifact got into the graveyard.

Q: When you sacrifice an artifact to pump your Atog, is the +2/+2 permanent?
—S. Cameron, Kingston, Ontario
A: No. All fast effects expire at the end of the turn unless the card specifically says something different.

Q: Carnivorous Plant says Summon Wall. Is it allowed to attack?
—R. McCullough, Ponca City, OK
A: No. "Summon Wall" marks Carnivorous Plant as a wall. No wall can attack unless a card like Animate Wall gives it that ability.

Q: Can I put a Spirit Link on my opponent's creature?
—J. Rawlings, Scottsdale, AZ
A: Yes, and you gain the life. Great thing to do to a Juzam Djinn!

Q: What difference, if any, is there between a "Mana Artifact" and a regular Artifact?
—C. Mantbank, Anchorage, AK
A: "Mana Artifact" is the old-fashioned way of saying "Tap this artifact to use it." It's just like having a tap symbol in the activation cost.

Q: If you cast Phantasmal Terrain on a dual land, does it change half the land or all the land?
—H. Rogers, Mansfield, OH
A: The whole thing.

Q: If Personal Incarnation is discarded, do you still lose half of your life?
—W. Lloyd, Jonesboro, IN
A: No. You only lose life if it goes to the graveyard from play. (The Fourth Edition version spells this out, but it applies to all versions.)

Q: If you play Seeker and Feor on the same creature, who can block this monstrosity?
—T. Kincher, Cyberspace
A: Only an artifact creature, or a multicolored creature that's both black and white.

Q: Can a cloned Shivan be pumped with blue mana?
—E. Lam, Concord, CA
A: Nope. Clone copies the whole card, including mana symbols.

Q: If a black creature attacks as part of a band, and the opponent has a COP: Black, does it block the whole band?
—O. Wolters, Miamisburg, OH
A: COPs don't block, they just prevent damage. Each creature is a separate source of damage. The COP:Black can't stop the damage from the non-black creatures.

Q: If you use your Dwarven Warriors to make your Dragon Whelp unblockable, can you boost Whelpie with his own ability?
—S. Comeau, Kingston, Ont.
A: Yes. All the Dwarves care is whether the creature is small enough when you use the Dwarves.

Magic Rulings

The latest and greatest errata, rule changes, and card clarifications from the Wizards of the Coast Rules Group

Errata

Serendib Djinn's errata changes "destroy" a land to "sacrifice." This means nothing can save the land.

Consecrate Land, Guardian Beast, and Pyramids each get errata saying they can't stop something from destroying itself. This means that Consecrate Land and Pyramids can't keep a land with cumulative upkeep from being buried if you don't pay the upkeep. It also means that Guardian Beast won't save Nevinyrral's Disk and Rocket Launcher from their self-destruction, or let you skip paying artifact upkeep when Energy Flux is in play.

The *Chronicles* version of Wall of Shadows should have a *Legends* broken column symbol, not the *Antiquities* expansion symbol.

Ruling Changes and Clarifications

Enchantment Alteration and Crown of the Ages may not move Animate Dead or Dance of the Dead onto a creature in the graveyard. It may only move these enchantments to another "dead creature" in play—something *already* enchanted by an Enchant Dead Creature spell such as Animate Dead.



If a creature has a cost to untap as well as a cost to untap at the end of upkeep, these costs combine into a single untap cost that can only be paid at the end of upkeep. For example, if you cast Dance of the Dead on a Colossus of Sardia, you can untap it by paying one black and 10 other mana at the end of upkeep.

If you take damage from a Naf's Asp, it will continue to do one damage to you during each of your draw phases until you pay one mana for the "antidote."

When a Vesuvan Doppelganger changes form, it can't pick the same creature that it was already copying. If there are two of the same creature in play, it can pick the other one, though. When a Doppelganger copies a creature with cumulative upkeep, it starts back at minimal upkeep. This rule prevents you from continually resetting the upkeep by copying the same creature every turn.

City in a Battle affects any card with *Arabian Nights*' scimitar expansion symbol, and Galgothian Sylex affects any card with *Antiquities*' anvil expansion symbol. This includes cards from *Chronicles*, but does not include cards from Third and Fourth Edition, since they have no expansion symbols.

Cards "set aside" for Necropotence are placed face down. You don't get to look at them until you put them in your hand.

Whoops!

We spotted a few errors in past issues. Never let it be said that we don't fess up to our own mistakes! These two questions were incorrectly answered in *InQuest* #2's Stumpers:

Q: If you Fork a Wheel of Fortune to draw two consecutive seven-card hands, can you cast instants or interrupts from your first set before discarding them and drawing the second set?

A: No. Try breaking events down in the steps for instants like we did last month in the "Just How Fast is Fast?" feature on *Magic* timing. Drawing cards is part of phase 4, resolution, and fast effects aren't legal during this step. As soon as the first Wheel resolves, you must discard your hand and draw seven new cards.

Q: My Mons's Goblin Raiders gets steamrolled by a trampling War Mammoth. I have a Samite Healer, who prevents one point of damage to the Goblin Raiders. How much trample damage goes through to me?

A: Trample spillover doesn't happen until the end of the damage-prevention step. If you prevent one point of damage to the goblins, then only one point will trample over. (There's no way to save the goblins and take two points yourself.)

Also, Up Your Sleeve in issue #3 said that you could Copy Artifact a transmogrified Serra Angel. No can do—Copy Artifact can only copy a "natural" artifact, not a creature or land that's been turned into an artifact creature by another card. Similarly, Clone and Doppelganger can only copy "natural" creatures.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

STUMPERS **c/o *InQuest***
151 Wells Ave.
Congers, NY 10920

Include your full name, address, and phone number.

OVERPOWER CARD GAME Stumpers

Q: Can a card like Cyclops' Optic Obliteration, which says avoid one attack made with a Universe card, be used on offense as well as the defense?

A: No. This is a purely defensive card. There are a few cards that can be used in either case since they cancel any Special card, such as Beast's Analyze and, in the next expansion *Power Surge*, Scarlet Witch's Change Outcome. Though a card like this can even take away cards that have already hit and become part of the "Permanent Record."



How much Visine would it take to get this much red out?

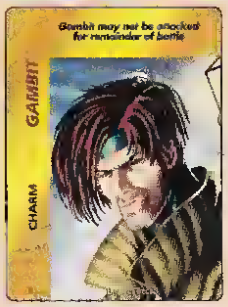
Q: How do I use a card like Gambit's Charm? When would I play a card like this?

A: Well, the best possible time to use this card is when Gambit is your last character. You may force your opponent to concede because Gambit can take pot shots at his enemies, but they can't attack him. Preferably, you would play this before a battle even started.

This may make Gambit seem invincible, but there are ways to negate the effects of this card. For example, Carnage can cast his Symbiotic Web on Gambit and nullify the threat—no one can attack Gambit, but Gambit can no longer attack anyone else.

Q: Can a card like Thor's God of Thunder, which says it raises his Energy skill to eight for the remainder of the battle, be used for defense or just for using greater offensive maneuvers?

A: There are many uses for this card in the game both offensively and defensively. The best possible use for the card, for example, is when Thor's going up against someone with a high Energy and none of your other characters are in the same high-Energy league (say, your Professor X was knocked out of the battle already). Your opponent thinks he's safe from an Energy attack, and then boom—you surprise him with the God of Thunder card, now raising Thor's Energy and delivering the killing blow.



"Damn. If I knew it was portrait day I'd've brought a comb."

Q: Can I use a card like Venom's Panic Attack during the placing phase of my opponent's turn as the new hero comes into the battle?

A: Yes, you can. Venom's Panic Attack states that he can basically stall the entrance of your opponent's fourth character from coming into the fray. This can be played at any time until the reserve comes into play during the Discard/placing phase of the turn.

Q: Hey, what are those silly letters in the bottom left-hand corner of every card doing there?

A: They're a secret code for Fleer—every card has a special sequence of letter specific to that card. Why? So if in tournament play a certain card becomes a gamebreaker, it's easier to recognize, catalogue, and come up with special rules on whether to ban or restrict them. It will also make it easier for collectors to catalog and trade cards when a second edition is released.



Thor's hairless body demonstrates the wonders of electrolysis.

We'd like to thank those Fleer guys and gals, especially Steve Domzalski, for all their help with this month's Stumpers. For all our sakes, we hope that if Galactus attacks, they've got their Ultimate Nullifier ready.

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MAGIC™ The Creations

A gallery of fan-made cards for *Magic: The Gathering.*

Back in *InQuest* #1, we ran a contest for which you had to create an original *Magic* card. The person who sent in the most creative entry would win an entire set of *Magic: The Gathering.*

With such a tremendous first prize, we knew we'd get a strong response—but we still weren't prepared for the thousands of entries that flooded our offices!

Dounted, but armed with Cheeze-its and warm soda, the mighty *InQuest* staff plunged into the sea of envelopes. After days of weeding out the good from the bad, we're proud to present the *crème de la crème* of our entries.

And even though there was only one prize, so many people did such a great job with their entries that we couldn't let them go unrewarded. So every person whose entry sees print this issue wins a poster of the Anson Maddocks cover from *InQuest* #2, signed by Anson himself!

But enough of this—on to the entries!

THE "HEY, IT'S JUST LIKE AN ANTE CARD BUT WE CAN ACTUALLY PLAY WITH IT!" AWARD



Phorooh's Whistle
Quentin T. Nuttmann
Seword, Neb.

Cool beans. Finally, a card that has a neat ability like the Tempest Efreet and the Jeweled Bird, but that can be played by fans who aren't into that ante shtick (which is, what, 99 percent of us?)



Schizophrenio
Scott Thomas
Corvollis, Ore.

Think the WotC customer service line would get calls on this one? Yeah, us too, but it's pretty cool.

• The winners were chosen by Wizard Press. The entries were not shown to Wizards of the Coast.

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THE "WHAT THE HELL WERE YOU THINKING?" AWARD



Hond of Destiey
Michoel Duee
Wolkertoe, Ied.

Think this thing would be restricted? As Michael demonstrates with his horrifically unbalanced card entry, some contestants thought the road to winning was designing the most powerful card imaginable. Uh-uh.



Blood Aegel
Mike Ebert
Novoto, Celif.

Great card. This is a low casting cost for this powerful, first-striking creature, but if you manage to off a Blood Angel with Pestilence—or worse, slap three Weaknesses on it—its owner is in for a world of hurt.



Dork Wizard
Dan Scott
Worreesburg, Mo.

What you should try to avoid when inventing a card is making an already existing *Magic* card obsolete (hear that, Wat€?). As a living Transmutation, the Dark Wizard, neat though he is, should have a higher activation cost, like three or four mana plus tapping.



Doete's Reoper
Barry Hurd
Yokime, Wosh.

Anybody got an abacus? The hard part of summoning this critter isn't figuring out what creatures to sacrifice, but what the hell its power/toughness is. And we thought Meteor Shower was confusing!



Dregoe Lemmiegs
Darren S. Stokes
Logee, Utoh

We got quite a few lemming entries—and lemming entries are hard to resist—but the Drogon Lemming took the cake. One of the most original, best-thought-out cards we saw. Good job, Darren.

HUMOR AWARDS

While the majority of contestants went for powerful cards, some fans took a different route and went for laughs. These cards are so freakin' awesome we'll just let them speak for themselves.



Baby in a Blender
Daniel A. Guy
Victorville, Calif.



Eraser Race
Jeff Carr
Edison, N.J.



Pizza Delivery Man
Dennis Amador Cherry
Van Nuys, Calif.



Age
Rick Porks
Las Vegns, Nev.

Since there's nothing to counter a creature's fast effect in *Magic*, Age touches upon an aspect of the game WotC should explore a bit.



Time Interruption
Enric Rodomilnns
Colombio Porque Snn Andrés, Mexico

This should have been an interrupt, but it's still one of the funnest card ideas that crossed our desks. Just imagine taking control of your opponent's stuff, sacrificing all his land to a Zuran Orb, feeding all his creatures to his Fallen Angel—heck, the tricky crap you can pull with this spell is endless!

Give the gift of Magic™

The *Magic: The Gathering™ Gift Box* contains everything two people need to learn the game of **Magic**. It includes two 60-card *Fourth Edition*™ starter decks, an easy-to-understand illustrated rulebook, a card collector's checklist, glass counters to help you keep track of life totals, and a handy storage bag.

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Bugnboo
Curt Covert
Donbury, Conn.

Like having a Royal Assassin in play wasn't bad enough! Now even a six-feet-under assassin is a pain in the butt. Great card, though.



Mirror Realm
Jeff Evnns
Arlington, Vo.

Mirror Realm is powerful, but since it blows up if you overuse it, it's nicely balanced. And hey, a land duplicator is long overdue, anyway.



Karla
Jnmes l. Cove
Bowie, Md.

As James pointed out, if you think Karla is cool by itself, combine it with Tarmod's Crypt and it's sudden death for your opponent! We don't know why it's a gold card, though....



Concentrotion
Otmor S. Schlunk
Auburn, Alo.

Sick of playing creatureless opponents who pride themselves on their direct damage? Cast this and wave bye-bye.



Morrow Zombie
Richord Bruggink
Ottown, Canado

Hmmm... Toss a Lure on the Marrow Zombies, then a Venom, and attack. Kinda like a Creature Bond with legs, eh?



Pandora's Box
Charles S. White IV and Chess Stetsan
Dallas, Texas

Hello! Talk about Russian Roulette. This card would definitely make a game memorable, especially if your opponent is forced to drop a Force of Nature (or three) into play without any forests. Just hope you don't do the same.



Farbidden Arts
Christopher Carbin
Newark, Del.

This should have a slightly steeper casting cost, but the fact that you could watch an opponent cast this and flip themselves out of existence is just so darn appealing.



Orcish Time-Bamb
Matt Cavotta
Mentor, Ohia

This should have been a creature, but the idea is a riot! *Magic* needs more fun cards.



Gragan's Virus
Wes Cleveland & Dustin J. Mackerman
Chondler, Ariz.

The illegitimate child of Pestilence and Tokklemaggot, Grogan's Virus is another card that isn't tremendously powerful, but would be loads of fun to play.



Deinanychus Pack
Brian Choo
Perth, Australia

The Pygmy Allosaurus and the dinosaur foot on the Triassic Egg card don't cut it. *Magic* needs more dinos!



Open Wounds
Jeff Raulstan
St. Thomas, Canada

We've got one ward for those annoying freaking Will-o-the-Wisps! goodbye.



Mirror of Equality
Michael "Kallie" Richter
Bramsche, Germany

Wo-hooo! Hey Mind Twist fans, eat this!



Witching Doll
Brad Allisan
Raleigh, N.C.

When ginger bread goes bad.

Grand Prize WINNER



Changeling
Karen "W'bee" Weatherbee
Magnolia, N.J.

After narrowing the thousands of entries down to the 26 that appear in these pages, we had a tough time determining the winner. Karen's eventually came out on top. It had everything: a unique, well-balanced card, excellent art, and a really cool story behind the whole thing (just check out the flavor text). It's not in a set, but it should be. Congrats, Karen!

And that is that. Actually, it's not. We received such a tremendous response from this contest, we're turning it into a monthly shebang starting with our next issue. So if you're interested in entering and possibly winning some cool stuff, check out *InQuest* #8, on sale the first week in November.

The InQuest staff, all of whom are sick of looking at Magic cards after judging this contest, really enjoy saying the word "Bugaboo." Bugaboo!

middle earth™

The Wizards

"They first appeared in Middle-earth about the year 1000 of the Third Age, but for long they went about in simple guise, as it were of Men already old in years but hale in body, travellers and wanderers, gaining knowledge of Middle-earth and all that dwelt therein, but revealing to none their powers and purposes."

—"The Istari" ***Unfinished Tales,*** *p. 405*



Middle-earth: The Wizards™ is ICE's simple, elegant, and intriguing card game for one to five players set in Tolkien's epic fantasy world. Players design their own unique decks and compete in a fierce struggle against the forces of Sauron, the Evil One. Each plays one of the five "Istari"(Wizards) sent by the Valar to right the Balance of Things in Middle-earth:

—**Gandalf the Grey**, servant of Manwë, the Lord of the Sky and King of the Valar;

—**Saruman the White**, servant of Aulë the Smith and Father of the Dwarves;

—**Radagast the Brown**, servant of Yavanna, the Mistress of Growing Things;

—**Alatar the Blue**, servant of Oromë, the Hunter; and

—**Pallando the Deep-blue** Istar, servant of Mandos, the Lord of Doom.

In *Middle-earth: The Wizards*™ your Istari influences characters, who form companies and fellowships and journey afar to gather "resources"—including allies, factions, artifacts, and lore—all in an effort to strengthen the cause against Darkness. Their daunting mission involves avoiding a host of "hazards," including strange enchantments and environments, foul beasts, terrible monsters, and the fell minions of the Lord of the Rings. The struggle requires a constant balance of power and secrecy, strength and stealth, and speed and restraint. After all, the lure of the land and the senses and the risk of "self-corruption" present powerful dangers to the Istari's noble crusade.

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I.C.E.

Interview with the Devil

By Jim McLauchlin

Up close and personal with the Lord of Darkness.

A freelance writer gets offered many assignments. Unless he's John Seals (see *InQuest* #3), he usually turns down the strange ones. Usually. Some are just too tempting to pass up. Especially when they deal with the Master of Temptation himself.

So when *InQuest* offered me the chance to interview the devil—I guess Diane Sawyer was busy quizzing Michael Jackson again—I took it. Actually, I didn't jump right in. I had to check out a few things first—my pay (30 pieces of silver), transportation (the Road of Good Intentions), and my guts. I had to see if I was really, really willing to interview the Lord of the Underworld in the first place.

"What the Hell?" I thought. "I've worked retail. How bad could interviewing Satan be?"

This interview was conducted in Purgatory, neutral ground for both of us. I had a few sins to work off anyway, and was told I'd receive credit for time spent there.

Big Red: Please allow me to introduce myself...

InQuest: Yeah, I've heard it before. The whole "man of wealth and taste" bit. Let's square this away right off the bat: you've gone by a lot of "nick"names (oooh! I like that one!) through the years. You've been called Satan, Lucifer, Pluto, Mephistopheles, Old Scratch, a host of others. What's your real name?

Any of those names are as real as you make them. But you can call me Prince of Darkness.

All right, Prince. Let's cut right to the chase. Many people have accused you of being an evil influence behind fantasy gaming—everything from *Advanced Dungeons & Dragons* to *Magic: The Gathering*. They say these games are a clever ruse to get unassuming kids to worship you. Any truth to these rumors?

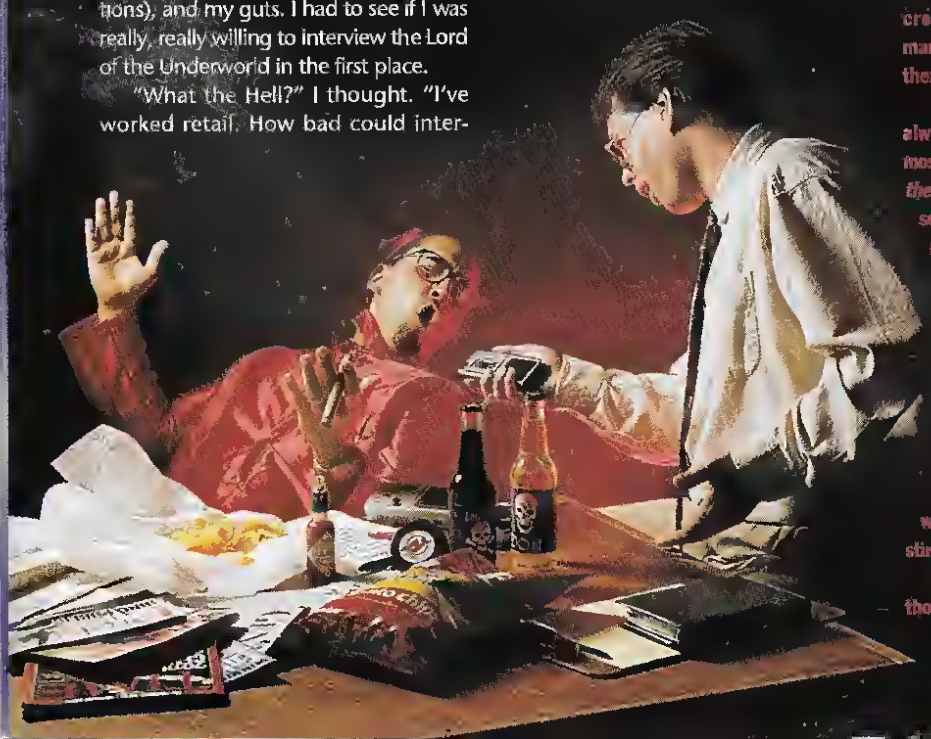
Nah. People tend to give me way too much credit. Those games were thought up by mankind all by itself. I never touched any of them. Wouldn't want to.

Y'know, this is pretty common: people always want me to be the bad guy. Truth is, most people who wind up there [*gestures across the River Styx to Hell*] get there all by themselves. It's all about free will, baby—one thing my "illustrious counterpart" got right.

So where did all these rumors get started?

Damned if I know. It was probably just an isolated loony toon or two and an overactive media that got the ball rolling. Then they came out with that lousy made-for-TV-movie where that guy went nutty playing *Dungeons & Dragons* and thought he was actually in the game. Man, did that flick stink. Even TBS won't pick it up any more.

I did have some involvement with the movie, though. Tom Hanks was in it, and he realized



afterward that his career was going nowhere. So we made a little deal. The next thing you know—Academy Award.

But the game itself? I've got nothing to do with it. I wouldn't want to be associated with those game geeks anyway.

Why should I believe you? After all, you are The Great Deceiver. The evidence of your involvement is there.
What evidence? Where?

Well, in *Magic: The Gathering*, for starters. There's a card called Demonic Attorney



So? That's a function of law, not the game. All lawyers are demonic. One of my better creations, in fact.

Well how about Demonic Hordes?
Yeah, I've got 'em. Big deal. It's all coincidence. Comic Books and Junk Mail cards show up in the *Illuminati: New World Order* card game, and I'll bet you've got a lot of those hanging around your house. It's all circumstantial. I don't have anything to do with this *Magic* stuff. I don't even know the first thing about it.

I still don't believe you. Your influence definitely shows through on the Demonic Tutor card.
Yeah, suurrre. For a casting cost of two mana, you get to choose one card from your library and then reshuffle. Whoop-de-doo. *That's* my influence? I could do a lot better than that!

Hey, wait a sec. I thought you said you didn't know any of this *Magic* stuff!
Moving right along... [*drums his fingers*]

What about *Dixie*, the Civil War card game?
I've got everything to do with war, but nothing to do with the game. I prefer the real thing. Oh, what evil men will commit in war! I really dig it.

There's a card called The Devil in the *Star Trek: The Next Generation Customizable Card Game*.
Yeah, so? Lame episode, bad makeup. But what's with the title of that game? Eight words? Who are they trying to kid?

Well, how about *Advanced Dungeons & Dragons*?
How about it?

The game is just overflowing with demons and devils.
Sure, but the only reason they're there is as a vehicle to be defeated. Practically everybody who plays that game wants to play a character who's "virtuous" and "noble." You ever play the game? How many people choose to play evil characters? Like, zeroesville, man. They use the game to act more virtuous and noble than they are in reality. That's my only problem with it.

But the game is also rife with sorcery. Most religions agree that sorcery goes against God, and that it's evil.
Your key word here is "most." It all depends on which religion you ask. In some religions, "sorcery" or "magic" brings you closer to God. It's another surprise to most people how much organized religion can work in my favor. There's only one true path to salvation? Cut me a break. Religion is where you find it. And wherever you find it, if it works for you, you should roll with it. Religion isn't mine, but the divisiveness it can bring is all me.



So you're saying there's no evil influence in *AD&D*?
Well, if there is, it ain't mine. Like I said, the demons and devils there are fairly realistic portrayals in the game. They're scummy, they're deceitful, they're ugly, they're despicable, they're stupid, they're prideful, they smell bad. Nobody wants to play a demon—they all want to *beat up* on the demon. They all want to whack him with a broadsword and lightning bolt him into oblivion. Nobody wants to be the Black Hat. They all want to be the White Hat. They all want to be John friggin' Wayne. Not that he was a good guy in reality. Oh, the stories I could tell you there.

So you're not behind any of it? All these "demonic" *Magic* cards are just coincidence?
Yep.

And no late-night pentagram meetings with E. Gary Gygax?
Who?

Don't worry—most of our readers probably don't know him either. So fantasy gaming is not some big, evil, insidious plot?
No. Not that I don't have those cooking. Right now, line dancing and Republicanism are the ones getting most of my attention. Just think—every time you do the "Achey Breaky" or vote GOP, I get a part of your soul!

You've got to be behind heavy metal music, right?
I wish. There's money in it. But the answer is no.

Not even Ozzy Osbourne?
He's the worst of all! What a strong-willed guy. I'd be lying if I told you I haven't tried, but he can't be tempted. Ozzy is absolutely incorruptible.

How about Aleister Crowley? What was he really like?
A charlatan at best. He was just a guy who used my name to try to get chicks. I had nothing to do with him. He was really just a goof, although his "Do what thou wilt shall be the whole of the law" philosophy is kind of keen. Free will, once again.

So you're not involved with Ozzy or Crowley. Do you have any agents on Earth?
Sure. Right now, Newt Gingrich and Pearl Jam are my big guns. I'm rather proud of them. Oh, yeah—and the Dallas Cowboys. I'm also currently negotiating a deal with Ross Perot.

So do people actually dance with you in the pale moonlight?
Don't ask. I hate that damn movie!

So, any new projects coming up?
Well, I'm a believer in sticking with what you know, so I'm getting ready for some evil, followed by some more evil, some bartering for souls, then a little more evil.



To sum up, what's the one thing you want everyone to know about you?
Make no mistake—I'm rotten to the core. I'm double-damn mean and I'm double-damn tough and I'm nasty and ugly, too. I want your soul and I'll do what it takes to get it. But don't go looking for me in some crummy card game. And don't bother with this sacrificed goat and burning incense routine either. I'm in your own face when you feel hate for someone else. I'm standing there when you think you're too good to help out someone who's not as fortunate as you are. That's where you can find me. In a card game? I wouldn't waste my time.

Oh, yeah. And remember—evil reigns!

Know ye, O Prince, that way back when, Jim McLauchlin used to play Advanced Dungeons & Dragons. *Then he grew up and discovered girls*

Photos by Harry Peterson Photography

GAME REVIEWS

On Deck

Reviewing the latest releases in collectible card games.

Dragon Dice



Dragon Dice ™ & © TSR Inc

Dragon Dice borders on the collectible card game category. Each starter box and "kicker pack" (booster pack, in card terms) contains a random assortment of dice. You're expected to put together three armies of dice from what you trade or buy. As with a collectible card game, a player must collect his dice, choose which to use, and then bring them to battle against a similarly armed opponent.

This process is similar to deck building in that there are 146 different dice to choose from (plus two exclusive convention dice, if you want to be technical). Players agree on a set number of points with which to build armies of dice. A small six-sided die is worth one point, a medium six-sided die two points, a large six-sided die three points, a convention die four points. Large dice are more powerful than small ones and often have special powers.

There are four colors of dice representing four competing fantasy races: coral elves, dwarves, goblins, and lava elves. Each of the four races has one special power when fighting in their home terrain: for instance, goblins in the swamp are especially tough. The choice of races is curious. What the heck is a lava elf? And what kind of game has elves, dwarves, and dragons, but no orcs?

At any rate, each race is divided into several classes of warriors: infantry, archers, cavalry, and wizards, each with its own abilities and, depending upon the type of combat, advantages. When building their armies, players must choose what races to use and what troops to muster.

At the start of the game, each player breaks his chosen dice into three groups or armies and deploys them in three areas. Each player will have an army defending his home, an army attacking his opponent's home, and an army battling in the area between the two homes, known as the "frontier." Each area is represented by an eight-sided "terrain die," with players providing the terrain die (there are four types) for their home terrain. Each player also proposes one eight-sided terrain die to represent the frontier. A roll-off determines which one is selected. Then all three terrain dice are rolled to a random number from one to seven (eights are rerolled).

Each turn, players may use two separate armies, first to attempt to move the terrain dice and then to attack the opponent's troops. In order to move the terrain die up or down one pip—from six to seven, for instance—your army in that terrain must outmaneuver your opponent's corresponding army. This is done by having each player roll all the dice in his army. Whoever rolls the most maneuver pips, represented on the dice by feet, hooves, or sails, wins the maneuver. Maneuvering a die from seven to eight means you've taken control of that terrain die. The game is won by controlling two of the three terrain dice.

For strategic reasons, sometimes it's better to move a die down instead of up. The number on the terrain die indicates how close the two armies in that area are to each other. Low numbers mean they're





THE BOX

DRAGON DICE

Publisher: TSR
Designer: Lester Smith
Genre: Fantasy
Set Size: 146 dice
Release: August and September 1995
Packaging: 18 dice starter boxes, eight-dice kicker packs
Suggested Retail: $9.95 per starter box; $5.95 per kicker pack
Rating: ****

far apart, so magic is used in combat. High numbers mean the armies are close, so melee takes place. In between the two is missile distance.

In an attack, all the dice in the attacking army are rolled. The rolls are interpreted according to the type of attack. For instance, if the terrain numbers were high, the attack would be a melee, and I'd look for sword icons on my dice.

If I rolled an eight-dice army and got five swords and my opponent's eight-dice army yielded two shields, that would mean I had five hits and she had two saves. Three hits would get through, meaning she'd lose three points' worth of dice. The defender would choose to remove either one large three-point die, three one-point dice, or a two-point and a one-point die.

Magic-using troops are a double-edged sword. They are very vulnerable to missile and melee attacks. On the other hand, if they come up with wands in an attack roll, they get to cast spells. These spells—there are five for each terrain—can be used as simple hits, just like a melee attack, can reanimate dice that have been killed in battle; or influence future dice roles. The most powerful spell summons a dragon that will attack any army that happens into its path.

Dragons are represented by 12-sided dice. A dragon can do more than 10 points of damage in a single attack, while the largest troop die can do a maximum of five damage. There are five types of dragon, and each has its own special power that one time in 12 will devastate any opposing army. An army may get lucky and kill a dragon, but more likely it will simply fly away when it's tired of eating (one time in six).

I like using a magic army in my home territory, lots of cavalry in my army attacking my opponent's home, and a missile army in the frontier. That's because you get to choose your home terrain, guaranteeing the special racial advantage for your home army (often extra defense, which wizards need). In the frontier area, missile-using troops are especially useful because they can hit opposing dice in any area (home missile-firing armies can reach no further than the frontier). Using cavalry on the attack of the opponent's home is helpful because of their high maneuverability, which can keep me in control of the terrain die.

This is a fun and addictive game. Because each player builds his armies with an equal number of points, one player can't simply spend money to insure victory. Imagine every *Magic* card were given a point value, and each deck had a point limit. Would you use four Dark Rituals or a Black Lotus in your deck?

That's the challenge presented to every player of *Dragon Dice*. You know you're evenly matched with your opponent in terms of troop values. The winner of the game will be the player who maneuvers most cleverly, uses magic most effectively.. and rolls the luckiest. So you might get rolled over in one game, then, matched against the same player with the same dice and the same setup, easily win the very next game. A lost game calls for an instant rematch. There's no break to reconstruct a deck, go to the sideboard, or pull a second deck better suited to the one you're battling. You're certain that with just a little more good luck, or a little less bad, you'll overcome your opponent.

I enjoyed forming armies through drafting: simply putting all the dice in a pile and alternately choosing. ("Ah, so you're going for a magic-using coral elf detachment, huh? Well, they'll never stand against my crossbow-firing dwarves!")

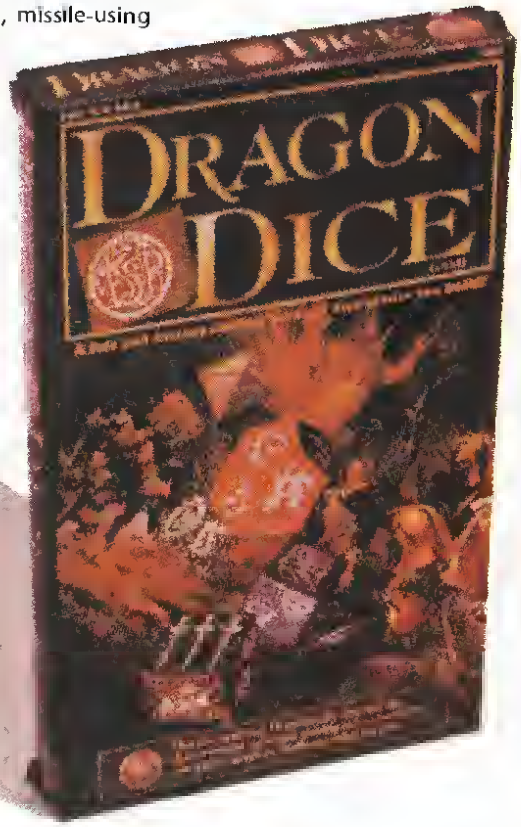
There are a few weaknesses to the game. The colors of the dice are sometimes inconsistent, especially amongst the eight-sided terrain dice I've seen. Since the colors are important for both the casting of magic and determining racial bonuses, this lack of consistency leads to confusion and slows the game down.

The rules for the game are printed on two long sheets of paper that are organ-folded, like a map. A single stapled rule book with a table of contents or index would speed up games immensely. The starter box includes a few cards to represent the three areas of conflict (the two home areas and the frontier). Unfortunately, there's no useful information on them. They'd be much better if printed with the racial bonuses on one side and the special powers that come when control of an eight-sided terrain is gained on the other.

My most serious complaint is that the rules for dragons are terribly written. It was unclear to me whether or not a dragon will attack the army of the player who originally summoned it. The answer is, according to designer Lester Smith, dragons will attack any army, regardless of who originally summoned the dragon.

Despite these few complaints, this game has lent itself to many late nights of play. It's also the first game that I've found my wife enjoys as much as I do. I imagine that's because no matter how cleverly I maneuver or what devious strategy I use, she can still outroll me. Right, honey? Right?

—Marty Stever



RATINGS

***** THE BEST

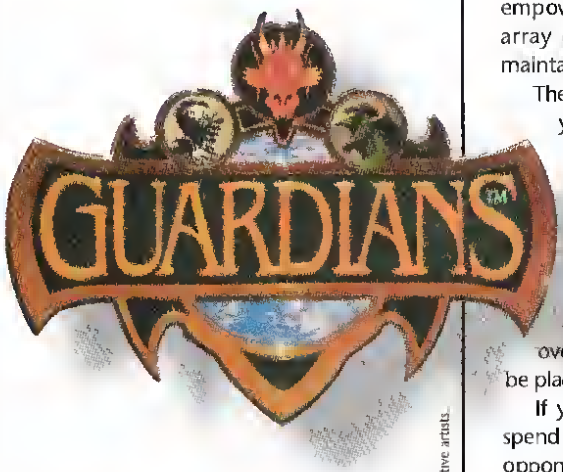
**** VERY GOOD

*** AVERAGE

** OK

* POOR

Guardians




Grrr....

Guardians © Keith Parkinson & FPG Inc. *Guardians* ™ FPG Inc. *Guardians* card art © their respective artists.

In *Guardians*, each player assumes the role of a Vierkun, a powerful demigod. Each Vierkun has tapped into a near-infinite source of energy by obtaining a link to a Guardian, a being of immense power and the source of —but, oddly, relatively little power within the scope of the game itself.

Anyhow, absolute power corrupts absolutely, and the Guardian-empowered Vierkun fall to warring amongst themselves. Using a vast array of creatures, they seek to gain control of disputed lands and maintain control of their own strongholds.

The game setup begins with three stronghold spaces directly in front of you, and three empty disputed land spaces just beyond them. Every turn is divided into three phases. In the first phase, the Draw and Organize phase, players draw as many cards as their Guardian allows. Place these cards from your storage hand into play. Creatures may be placed under shields or at strongholds. Shields, creatures and all, move around the playing field attempting to conquer the disputed land spaces, and trying to defeat your opponent's shields. Creatures at strongholds may defend it, but may not move unless there's a shield over them. No more than 30 vitality's worth (see below) of creatures may be placed under a shield or at a stronghold.

If your starting hand doesn't contain a shield, you should probably spend some of your Guardian's power to reshuffle and redraw, lest your opponent get too great a jump on you. Once a shield is placed over a unit of creatures, they may begin to move beyond your strongholds. Leftover creatures, shields, and terrain cards are placed in the Creature Pen, a pile of cards tucked underneath your Guardian that can't be touched again until the third phase. Discard down to seven cards if necessary.

The second phase is the Movement and Combat phase. All shields move and do battle in this phase. When shields meet, combat occurs. Both players pick up all the cards beneath their battling shields. These cards form the Combat Hand. Combat is played out much like in *Rage*, where both players select a creature from their combat hand and play them simultaneously. Each creature in *Guardians* has a power rating called vitality. The higher the rating, the more damage the creature dishes out, and the more damage it can take.

Combat continues until one player is out of cards. The player with cards left may then opt to play secondary attackers. Secondary attackers can turn a defeat into a victory. When placed in a match, the secondary attacker adds his vitality to the primary attacker's. The primary attacker still loses, but the secondary attacker wins the day.

All dead creatures go to the discard pile. The player with the most vitality in surviving creatures wins the battleground and the right to play a terrain card on it. The defeated shield must retreat. If it can't retreat, it's destroyed.

Before combat begins, both players may play a creature with a command ability. The command power augments your forces in some way, such as by adding vitality to some creatures or allowing you to escape combat. Command cards also count towards vitality when determining who takes the battleground.

Some creatures have an Area of Effect attack. This attack does damage to everything contained in your opponent's combat hand. For example, the Sorcerer's command power is a four-point Area of Effect fireball. That means everything with four or less vitality in your opponent's combat hand gets discarded before combat really begins. Other creatures have inherent weaknesses and may be bribed away from combat by beer, babes, or gold. All bribed creature return to the owner's hand. There are also creatures that have ranged attacks, which can give your opponent something else to worry about in battle.

The third and final phase is Terrain Settlement, where both players remove any of their opponent's terrain cards on newly conquered lands

THE BOX

GUARDIANS *LIMITED EDITION*

Publisher: FPG
Designers: Keith Parkinson & Luke Peterschmidt
Genre: Fantasy
Release Date: August 1995
Set Size: 287 dice
Packaging: 60-card starter decks, 15-card booster packs
Suggested Retail: $8.95 per starter, $2.79 per booster
Rating: ***

and play terrain cards of their own. If you can't play a terrain card under your shield, you must discard a creature, or spend one of your Guardian's power stones to "create" one.

The game ends when one of three victory conditions is met. One, one player controls all six disputed land spaces by playing his terrain cards on them. Two, one player destroys five of his opponent's shields in combat. Three, one player destroys his opponent's Guardian, a difficult but not impossible task. But you may only attack a Guardian from one of your opponent's strongholds which means you've got to take it from him first!

The artwork in *Guardians* is stunning. But with artists like Keith Parkinson, Brom, and Don Maitz on the payroll, how can you go wrong? The overall art and the printing quality of the set might merit it a recommendation alone. The design of the cards is also appealing, and card stock is similar to that of *Star Trek*, so they should hold up fairly well under use.

Guardians is a cute and often very funny game. Some creatures have hilarious weaknesses. The Angel of Death, for example, is a 13-vitality creature, making him a heavy hitter. However, he apparently enjoys a good brewski more than he should, as he may be bribed out of combat with beer. Lawyers, creatures in the game, are classified as devils and may be bribed with gold, beer, *or* babes. There are also funny cards like the Babe Hound, Super Model, Floyd the Flying Pig, Devil Hedgehog, Giant Penguin, and Drooling Clamjack (excuse me?).

The prototype rule book FPG sent us reads much like Japanese stereo instructions translated into French. Ironically, the quick-start rules are more difficult to understand than the fully detailed rules! Hopefully the entirely rule book has been rewritten.

Guardians' rule book and game mechanics seem needlessly complex. With three different victory conditions, a possible win may go by the boards without you ever noticing it. This is something to which novice players may fall prey.

One of the essential features of *Guardians* is the shields. Without them, creatures can't move. However, they don't seem to fit in with rest of the storyline. The powerful Vierkun sending their mighty troops out to battle hiding behind... big shields? The image is hard to visualize. Warlords might have been a better idea, but that territory has already been staked out by *Blood Wars*. One gets the feeling shields were a contrived way of differentiating the game.

And when it comes down to game mechanics, *Guardians* doesn't always hold together. If one player jumps out to a sizable lead, it's almost impossible to beat her. The ability to channel power, boosting the vitality of a creature in battle, can be nearly incomprehensible to new players. The game's multiple ways of winning feel slightly disjointed, as if so many possibilities popped up in play-testing that the rules were stretched to try to account for them all.

Fans of Keith Parkinson and Brom may want to buy a couple of boosters for the art alone. Too bad *Guardians*' game design doesn't live up to the admittedly lofty standards of its illustrations.

—Wil Chase



Oook! Blechk! Erk! Plook!

Get a load of what *Guardians* has to offer.



Gridiron

First the bad news.

Gridiron, the new collectible card game from Precedence, claims to be a "fantasy football trading card game," but it's pretty light on the fantasy. There are no high-flying robots or spiked-ball-chucking dwarves here. *Gridiron*'s set in a dark near future in which football's a bit, but not a whole lot, rougher than it is today.

And frankly, the *Gridiron* artwork I've seen isn't going to set the world on fire.

And now the good news.

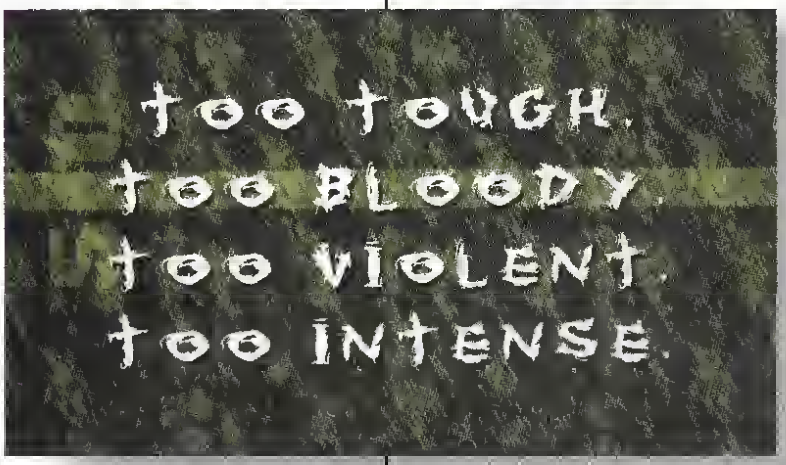
The football action is where this game by the makers of the *Immortal* RPG really shines. It manages to recreate an American football (sorry, soccer buffs) game pretty well. It plays quickly, and there's rarely a dull moment. Short games take less than an hour, even for beginners, and experts could likely finish a full game in under two hours.



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(For those whose exposure to the real game has been limited to beer commercials, the rule book features a brief overview of the game and its jargon in a couple of appendices. These might not be enough for a total neophyte. Get a football fan to explain the game to you, and you can then use the appendices as quick reference sections to help jog your memory.)

In *Gridiron*, there are five different types of cards: team, offensive play, defensive play, offensive action, and defensive action. Each player needs a minimum of five team, five offensive play, five defensive play, 15 offensive action, and 15 defensive action cards.



Since this adds up to 45 out of the 60 cards in a starter deck, it's possible that collation problems will mean that a starter deck may not have enough of the right kinds of cards in it to be immediately playable, which was the case with Decipher's *Star Trek: The Next Generation Customizable Card Game*. If Upper Deck, the *Gridiron* printer, is on the ball, this shouldn't be a problem.

One thing *Gridiron* has over *Star Trek* is that it's funny—intentionally so. Some of these cards are absolutely hilarious, and hopefully the artwork will complement the text when it's all put together. Here are a few notable samples from my play-test decks.

If you're behind by less than eight points and your team has the Scoreboard Commandoes team card, your paramilitary fan SWAT team can wrest control of the scoreboard during the first half and switch the scores, putting you in the lead. If you can play the Mascot Power defensive action card successfully, your bubble-headed buddy actually kidnaps one of your opponent's star players, taking him out of the next play. Better yet, if you've got the Corporate Sponsors team card, you get to have two more team cards (money talks real loud)—but you've got to run the Product Endorsement offensive play (a flashy no-gainer) as one of the first three plays in each drive!

A game of *Gridiron* is limited by the number of drives or ball pos-

THE BOX

GRIDIRON

Publisher: Precedence
Genre: Sports
Release Date: October 1995
Set Size: 312 cards
Packaging: 60-card starter decks, 12 card booster packs
Suggested Retail: $8.95 per deck, $2.50 per pack
Rating: ***½

sessions played. The short game is over after four drives (two for each player), while a full game takes 10 drives. Scoring is handled just like in traditional football. At the end of the game, the player with the most points wins. Ties are settled in sudden death overtime.

Before playing, you choose five team cards to define your franchise. These cover things like star players, coaches, rabid fans, specialized plays, and traditions that give your team special abilities.

You then choose five offensive plays and five defensive plays to make up your offensive and defensive playbooks. These are the plays that you can use during the game, although you can swap a new play into the playbook at the beginning of each drive. At halftime (in a full game, after five drives), you can remake your entire playbook.

This adds a nice element of strategy to the game, as it allows you to adapt to the plays your opponent is running against you. It also keeps the game from becoming too predictable, as you can shake things up by tossing in some new plays that your opponent hasn't seen from you before. Then you can (hopefully) kick some butt. Remember, your opponent has the same opportunity, so you'll have to choose cannily.



This game is so tough it'll break your face with a blindside tackle if you don't pay attention.

Each play card features one or more of four icons on it. These symbolize mental (a helmet), power (an arm), skill (a football), and speed (a foot) attributes. There's also an objective listed. An offensive run objective might be eight yards, while a passing defense's is often an incompletion.

You also need to build an offensive action deck and a defensive action deck. Each deck must have at least 15 different cards in it; duplicates do not count toward this limit. Many action cards have the same symbols as play cards, you throw down actions during plays to help you succeed. Some action cards have no symbols on them; these can be played at any time.

Play begins with a coin toss and a kickoff. The winner gets to choose whether to kick or receive. The receiving team takes the ball on their own 20-yard line, barring the play of any special cards.

Play is just like in the National Football League. Your objective is to score more points than your foe, be they through touchdowns, extra points, field goals, or safeties. You have four downs to move 10 yards downfield; if you fail, your opponent gets the ball. Of course, you can punt if you like, placing the ball 40 yards downfield.

At the beginning of a play, you and your opponent each pick a play from your playbook, placing the card face-down in front of you. You turn them over simultaneously, revealing the play.

There are two types of plays: run and pass. If the defense is playing the same type as the offense, the defender has the advantage. If the defense guessed wrong (ran a passing defense against a running play), the offense has the advantage. The card of the team with the advantage determines which sort of attribute is being contested this down. If it's skill (footballs), you can only play action cards with skill symbols on them to improve your standing.

Once everyone's had a chance to play all the action cards they can, the person with the most of the contested type of symbol wins the down. Ties go to the player with the advantage. The objective on the winner's card takes effect immediately, as do any special effects listed on the last action card the winner used.

Some cards have a penalty chance listed in the lower left. The lower the penalty chance, the more flagrant the foul and the greater the chance that the refs will spot it. After the play is over, the victim of the most flagrant foul card used that down—ties cancel each other out—can alert the refs to the violation. This is done by playing action cards with a ref alert number in the lower right. If the victim can play cards with enough ref alert points on them to meet or beat the foul's penalty chance, the penalty is called, and effects for being caught (listed on the flagrant foul card) are immediately applied.

That's pretty much it. Keep playing until the game's over—that is, the predetermined number of drives have been played—and the person with the most points wins.

As a longtime football fan and gamer, I enjoyed playing *Gridiron*. The rules were simple and well-written, with only a few confusing points. The game was fast-paced and fun.

Game-wise, there are a few gripes. There are few reasons for a player to use less powerful cards. Sure, some of the better cards have built-in risks for playing them, but this often doesn't seem enough. Unless the Precedence people are really careful, they could end up with a game in which the person with the largest collection has a substantial advantage against the new player.

Also, *Gridiron* is really limited to only two players, so if you're hunting for something to play with a large group of friends, look to start a league, or look elsewhere.

Finally, record-keeping is a bit more complicated than for most card games. However, if you're familiar with football, this isn't really a problem. The rule book mentions using accessories like a playing field and markers to help keep track of the game. These can definitely speed play even more.

The one place the cards that I've seen really fall short is on the artwork, although I've only seen a handful of pieces.

Don't let this stop you from trying out this game, though. If you're a fellow fan of both football and games—and if you're a gamer instead of a collector—then *Gridiron* has all the makings of a real champion.

—Matt Forbeck

Umbra

Rage is a fast-paced game of werewolf combat in which you pit your Garou (werewolves) against both your opponent's Garou and common enemies. *Rage*'s first expansion set, *Umbra*, brings to life the werewolf spirit world from *Rage*'s source RPG, *Werewolf: The Apocalypse*.

Because of their close ties with the Earth goddess Gaea, most Garou have the ability to step into a parallel spirit world called the Umbra. While in the Umbra, these Garou are unaffected by anything happening in the outside world. However, they must still be on their guard, for there is much activity in the Umbra.



™ & © White Wolf

As a player, you can have your Garou enter the Umbra at the beginning of the moot phase. While in the Umbra, the Garou can do many things that it wouldn't normally be able to do. These actions include attacking other Garou in the Umbra, undertaking quests through the aid of special cards, and attempting to bind spirits.

The last is done by defeating, in combat in the Umbra, a spirit—that is, an enemy that exists in both the Umbra and the physical world. A victorious Garou may bind its fallen foe into service instead of killing it. The bound spirit heals and henceforth acts as an ally.

In my initial review of *Rage* (see *InQuest* #5), I trashed the moot system because it wasn't very interesting. When you play with the Umbral rules in this expansion, things get a little more interesting. Characters can't vote in moots while they're in the Umbra, so if you send too many Garou into the spirit world, you may find yourself at the mercy of a single opponent who has suddenly gained superior voting power.

As with most expansion sets, *Umbra* appeases the player's appetite for new and powerful cards. On top of that, the added rules and card types, such as Quests and Caerns (gateways to the Umbra), make *Umbra* a necessary addition to any *Rage* player's collection.

—Jeff Hannes

THE BOX

RAGE: UMBRA
Publisher: White Wolf
Genre: Horror
Release Date: August 1995
Set Size: 90 cards
Packaging: 12 card booster packs
Suggested Retail: $1.95 per booster
Rating: ****

Powers & Proxies

The *Blood Wars* environment just got a whole lot nastier. If you thought *Factols & Factions* had a significant impact on the game, wait'll you see the newest set of cards.

Remember all those seemingly useless realms in the first set of *Blood Wars* cards? You know, the ones that activated the realm powers of the warlords called avatars? One problem: those avatars didn't exist. As for the avatars that did exist, well, most of their home realms hadn't been created.

Powers & Proxies fills in all the gaps—and we mean *all* of them. With a 15 IS and a killer intrigue power (choose best of five ally cards), Tiamat was a pretty cool card from the basic set. But look at her once you get the new Tiamat's Lair in play: she can send five cards at random from your opponent's battle hand to the dead book during a challenge. Yikes!

And it doesn't stop there. *Powers & Proxies* introduces 43 new avatars into the mix, and all of their home realms are available. Of course, their intrigue scores are so high that you'll probably only be able to put one or two in a deck, but still, avatars can have quite a dramatic effect on the game.

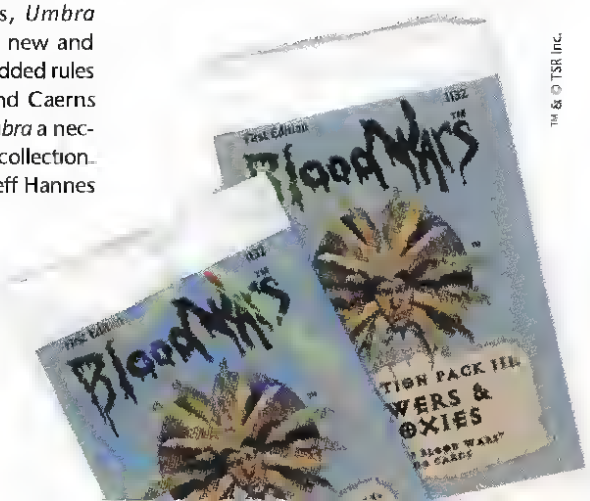
Another interesting twist comes in the form of proxy cards. These fate spells target a legion in your battle hand and replace its special ability with something cooler and more powerful. With a few Martyrs and Proxies of Good (attach to a Martyr, and only that legion and fate are discarded at the end of a combat challenge), you can continually recycle a powerful set of legions and attached fate cards.

If TSR discontinues *Blood Wars* and launches a new card game, as planned, it's certainly finished with a bang. *Powers & Proxies* brings a nice sense of completion to the set, and is sure to make both players and collectors happy.

—Jeff Hannes

THE BOX

BLOOD WARS: POWERS & PROXIES
Publisher: TSR
Genre: Fantasy
Release Date: August 1995
Set Size: 125 cards
Packaging: 15 card booster packs
Suggested Retail: $2.50 per booster
Rating: ****



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InQuest CONTEST

Friedlander Publishing Group Presents:

The Vote for Art InQuest Contest

FPG's new *Guardians* card game is aut and it's sa chack-full af great artists that even we can't decide who's the best. Moybe we should toke o poll. Yeoh, now there's an idea.

How to Play We need all of you friendly fellas and fellettes aut there in Readerland ta tell us wha yau think is the tap *Guardians* artist omong the follawing three candidates: Bram, Keith Parkinsan, and Mike Plaag. Take o look at these samples and let us knaw wha yaur fave-rave is, and yau could walk oway owning a little piece af ane af these tap artists.

GUARDIANS™

X..... Brom



X..... Parkinson



Prizes

Grand Prize (One winner): One lucky randomly selected reader who votes for the eventual winning artist will receive the original artwork by that artist pictured here! Now if that ain't cool, we don't know what is!

Second Prize (10 winners): Ten readers randomly selected from among all entrants will receive a *Guardians* starter deck featuring all this spiffy art and more!

This month's contest is sponsored by Friedlander Publishing Group.



They've got the Motts.

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Fill this sucker out, put it in an envelope, and send to:

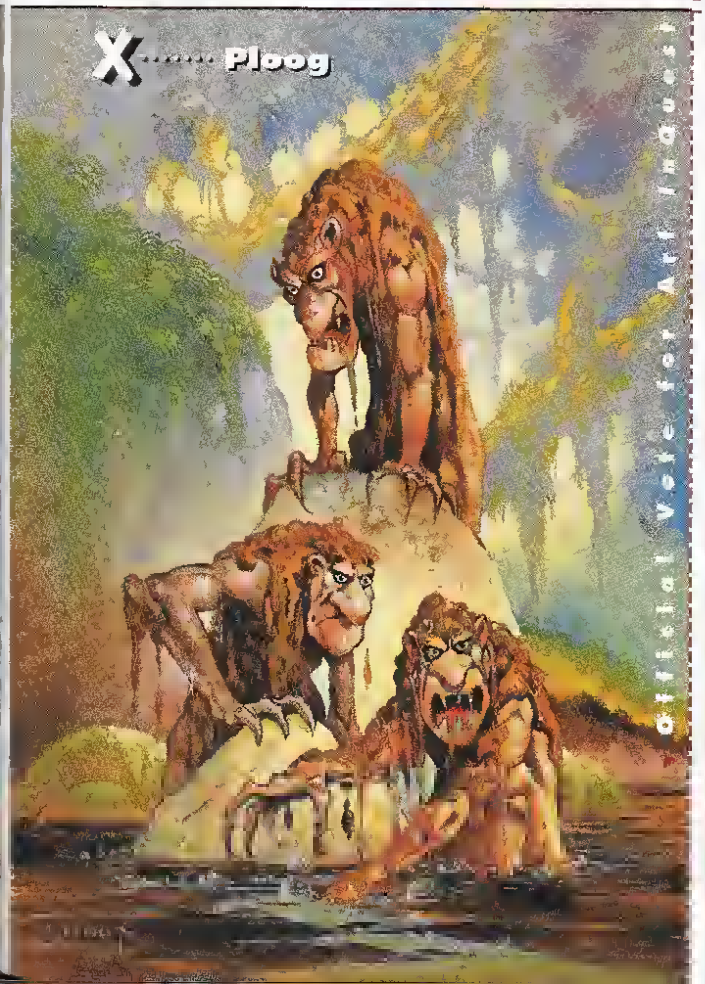
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Dragons Over Europe

The Dominian Influx

By Edward Willett





Bob Rubman didn't expect to make an earth-shaking discovery when he plunged into the warm waters of the Adriatic on August 14, 1986. The young American skin diver only expected to see the wreck of a Roman trading ship, a few amphorae, nothing spectacular.

Instead, he found a skull, a very odd skull: a skull, astonished archaeologists eventually had to admit, that had belonged to...a merman.

When the incontrovertible evidence appeared in respected scientific journals, hundreds of similar discoveries came to light—bones and artifacts that had been hidden away for years by scientists and non-scientists fearful of ridicule.

Now, almost a decade after Rubman's dive, a picture is emerging of life in the Dark Ages that bears little resemblance to that drawn by history and science.

The key to this new version of history is the *Karlsberg Bestiary*, discovered just last year deep beneath a German castle. The pictures and descriptions of animals it contains correspond, in startling fashion, to the new archaeological findings.

The first few pages of the bestiary are badly damaged, so that only fragments of text can be deciphered. They read, "In the Year of Our Lord... strange creatures from a far land descended upon us. Dragons and giants stalked the heights, and the forests filled with... Baron Karlsberg spoke with... name of the Land from which these monsters came: Dominia."

Scientists have thus dubbed the arrival of these strange creatures "The Dominian Influx." The information in the bestiary, archaeological findings, and current understanding of ecology and physiology indicate the Dark Ages were even darker than we thought.



Archaeopteryx © GSF Picture Library. Skull © Dorling Kindersley Ltd., London

The Dominian Influx must have initially created a huge imbalance in the ratio of predators to prey, for most of the creatures described in the *Karlsberg Bestiary* are predatory. Dr. Mark Brigham, a biologist at the University of Regina in Saskatchewan, Canada, says that there is usually only one predator for every 10 animals of roughly the same size. The Influx upset that ratio.

With huge predators suddenly unleashed on a relatively small area of Earth, it was not a good time to be a deer, a boar, a rabbit, a sheep—or a shepherd. We know that Europe's population crashed at various times throughout the Dark Ages; although the Black Death is usually blamed, it may well be that death actually came in a variety of colors, shapes, and sizes.

Which is not to say that the Black Death did not claim its share: the *Karlsberg Bestiary* lists among the new arrivals giant Plague Rats, which must have immediately taken their time-honored place in the squalid cities, spreading pestilence.



Bigger, smarter, and more vicious than their European counterparts, giant Plague Rats were immune to the deadly disease they spread.

With prey vanishing, the arriving creatures could either starve, eat each other, or relocate. (It's no coincidence that the Pearled Unicorn, a beautiful creature which arrived with the others, quickly disappeared; to the large predators it was just horse meat with a built-in toothpick.)

So the creatures of the Influx spread across Europe, seeking out their ideal habitats.

To the cool, rocky peaks of Europe's mountains migrated such creatures as the Hill Giants and the Gray Ogres, intelligent, man-shaped beings of incredible height and strength; the Roc of Kher Ridges, a bird of such enormous size it could lift a war horse in each talon; and the War Mammoth, a creature long extinct on Earth.

The Alps became the home of the Hurloon Minotaurs, bull-headed men with a love of battle and, according to the bestiary, remarkable singing voices that echoed up and down the valleys, drastically increasing the frequency of avalanches.

The giants, ogres, and rocs had good reason to head for cooler climates; their huge size made them vulnerable to overheating. Dr. Neal Smatresk, professor and chair of the department of biology at the University of Texas at Arlington, notes that ordinarily, giants should have no more trouble than a normal-sized human maintaining their body temperature, because larger creatures have slower metabolic rates than small ones. "However," he adds, "if they got real energetic, which I don't think they could do for a real long period of time, they could employ the traditional methods of sweating or taking a plunge in a nice cold lake. The sensible thing to do would be to live in a somewhat colder climate, or a place where there were nice, deep, cold lakes."

A roc would have preferred the heights not only for the cool climate, but also as a jumping-off place for flight—a means of conserving energy. Until the existence of the roc and some of the other flying creatures pictured in the bestiary came to light, scientists put the upper limit to flight at 12 kilograms. "Some pterosaurs [flying dinosaurs] were considerably bigger than that," Dr. Brigham notes, "but they soared, they didn't actually flap to fly. They couldn't take off from the ground; they had to jump off a cliff."

The roc's ability to fly, despite its large size, is one example of the apparent ability of many of the creatures of the Dominian Influx to perform seemingly impossible feats. The most current theory in the on-going debate as to how they did this holds that they were able to tap a mysterious source of energy unavailable to ordinary Earth animals.

The Shivan Dragons apparently sought out high launching points for the same reason as the rocs, but they congregated on lower, warmer ridges and desert mesas. The reason is simple, according to Dr. Betty Juergensmeyer, professor of biology at Judson College in Elgin, Ill. "Reptiles are cold-blooded: they have to sit out in the sun and warm up before they can do much," she says. Desert heights are ideal for sunbathing.

This habit undoubtedly brought dragons into conflict with two other creatures who liked the same habitat: the Mesa Pegasus and the astounding Granite Gargoyles.

"A dragon would probably think a pegasus would be fairly tasty," Dr. Juergensmeyer notes. Only by forming herds to defend themselves did the flying horses avoid the fate of the Pearled Unicorn.

Granite Gargoyles were apparently a silicon-based life form. Unlike carbon-based life forms (everything

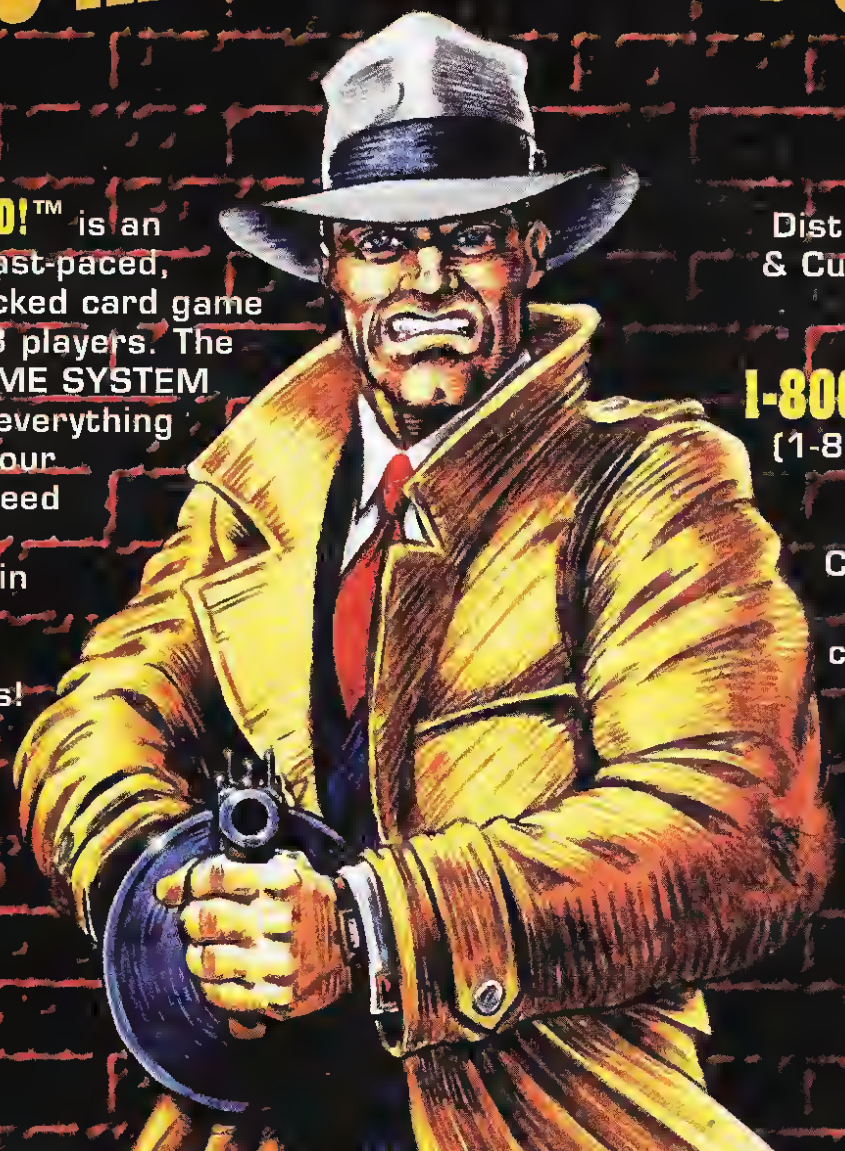


A single talon from a Roc of Kher Ridges could measure up to 18 inches in length, and was strong enough to lift a horse.

Photo by Louie Psihoyos. Photo © Louie Psihoyos. Rodent © Marshall Editions Ltd

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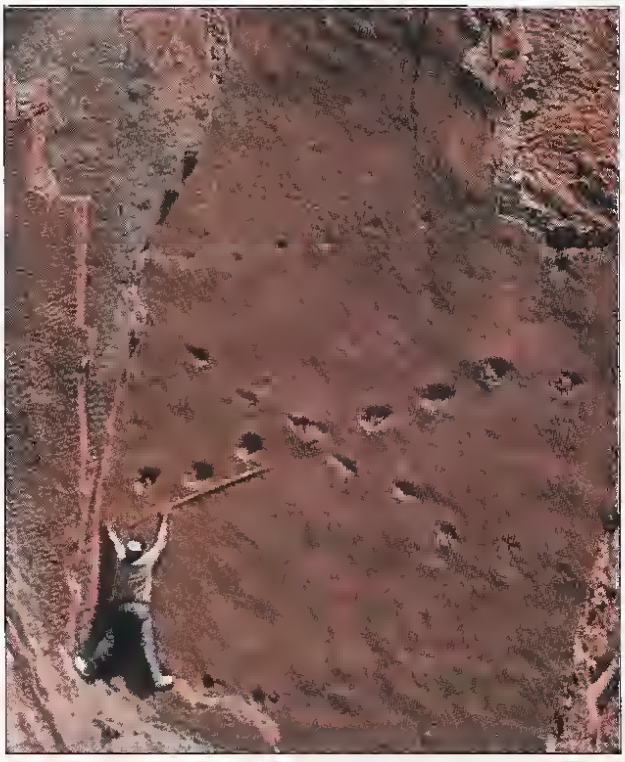
else on Earth), a silicon-based creature would not have to eat; instead, Dr. Juergensmeyer says, it would probably be solar-powered, soaking up heat to meet its energy needs. Unfortunately, the best places for soaking up heat were often already taken by a sunning dragon, which must have led to some epic battles... usually won by the larger, stronger dragon, which must have then been frustrated by its inability to eat its fallen foe.

The gargoyles weren't the only silicon-based life forms to appear in the Dominian Influx. On the desert floor, and elsewhere, dwelt Earth Elementals—massive, slow-moving creatures made of stone, and highly territorial. However, they and the other Elementals the bestiary describes—Air Elementals, Fire Elementals, Water Elementals—played a role in the ecosystem more akin to that of weather, which may wreak havoc at seemingly random places and times, than that of an ordinary predatory or preyed-upon species. Drawing on the same unknown source of energy that enabled rocs to fly, elementals existed outside the food chain.

In the desert, few humans came in contact with the Dominian creatures. The mountains, too, were sparsely inhabited, and the few people that lived there must have fled when the rocs and giants and ogres arrived, and especially when the minotaurs started singing.

But they weren't much safer in the wooded valleys, where the Craw Wurm lurked, sometimes quietly sunning itself in forest glades, but crashing through the trees with incredible speed (and deafening sound) when in pursuit of prey, which was basically anything that moved. The Craw Wurm ruled whatever forest it invaded, quickly driving most other creatures into other valleys or, in the case of humans, into walled cities and stout castles. Other perils also lurked in the forest. The Thicket Basilisk could turn its enemies into stone—a purely defensive ploy, Dr. Brigham says, "unless you can eat rock. I don't know anything that can."

Dr. Smatresk suspects that the ability of the basilisk is reminiscent to that of the fire salamander, which sprays a highly potent neurotoxin up to two meters, into the eyes or mouth of its attacker. Its powerful defensive ability could also explain why the basilisk evolved extra legs, which might be good for climbing but would actually slow the creature down. "Most really fast animals minimize ground contact," Dr. Smatresk points out—but the basilisk's defensive capabilities meant it had no need for speed.



Photos by Louis Psihoyos. Photos © Louis Psihoyos.

Scientist agree these are territorial markings, but still speculate whether they were left by a Granite Gargoyle, Shivan Dragon, or Roc of Kher Ridges.

In the forest, you could also be unlucky enough to run into Giant Spiders, massive arachnids that might have devastated entire countries if not for the fact that "the muscle mass to move something like that is enormous, so they'd be very, very slow," Dr. Smatresk explains. "They wouldn't have the same ferocity and energetic movement that [ordinary spiders] have." Instead, they proba-



Left: A paleontologist exposes the remains of a Shivan Dragon—one of the most valuable fossils in the world. Right: Big enough to fill a two-car garage, these Dominian arachnids truly earned the name Giant Spiders.



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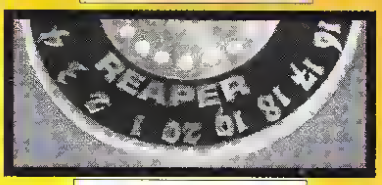
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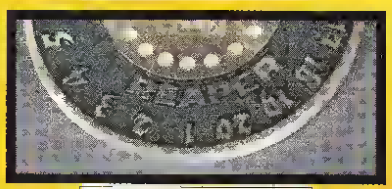
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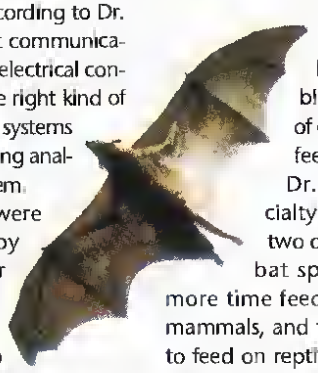
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bly contented themselves with spinning vast webs, creating fairly permanent areas of danger that intelligent creatures, at least, could avoid.

Some creatures which might have driven out the spiders were the Ironroot Treefolk—intelligent, mobile trees. It's not as strange as it sounds, according to Dr. Smatresk. "There are plant communication systems that work via electrical conduction," he says. With the right kind of cells, those communication systems could develop into something analogous to our nervous system.



The Ironroot Treefolk were probably not very happy with the giant spiders or tree-chopping humans and so drove them from the forests, with the help of other forest dwellers like the Scryb Sprites, tiny, winged humanoids, and the Shelkin Brownies, for whom some country folks still leave placatory bowls of milk.

Humans fleeing the forests had to hope their path did not take them through the swamps, for there lurked some of the nastiest new creatures, including the Fungusaur, a bizarre creature that became stronger every time it was injured. Naturally, that made it highly aggressive; getting injured was its best offense.

This was another creature that drew on an unknown source of energy. In fact, regenerating and growing stronger at the same time would require an "infinite energy source," Dr. Smatresk says, because losing tissue means losing an enormous amount of energy, too. That's one reason why regenerated tails and limbs on Earth amphibians are usually "not-very-good copies of what was there before."

In the swamps lurked two more of those strange creatures that lie outside the ordinary realm of ecology: the Nightmare, described as a terrifying horse with fiery mane and hooves, and the Bog Wraith, a ghostlike figure that, the bestiary says, murdered many an unfortunate traveler.

There are other ghostlike creatures in the bestiary that also lie outside the bounds of normal biological science. What are we to make, for instance, of the Drudge Skeletons—dead bones that knitted themselves together and took up arms? Or the Phantom Monster, whose appearance spelled doom for whole villages, but that apparently had no physical substance at all?

Of the Sengir Vampire, perhaps, more can be said scientifically, for there are already creatures on Earth that make a meal of blood: vampire bats. Vampires were in an enviable position among the creatures of the Influx. all the other creatures were their prey. Although mammalian blood was preferred (it probably tastes better, Dr. Juergensmeyer states, whereas mammalian red blood cells don't have nuclei, the red blood cells of other types of creatures do), they could feed on any creature.

Dr. Brigham, whose specialty is bats, observes that two of three known vampire bat species actually spend more time feeding on birds than on mammals, and they have been known to feed on reptiles. And, he noted, "in terms of the fat and the carbohydrates and all that [the vampire] needs, I think blood is an excellent meal."

Even walled cities were no protection from these dread creatures. Indeed, it was a difficult time to be a human. Trade almost stopped; few people dared travel the roads. Agriculture became a dangerous activity. And Plague Rats were a constant threat. Since there were so many corpses, creatures like Carrion Ants and Osai Vultures enjoyed many a picnic on the outskirts of human towns.

Coastal cities had an advantage in that they had access to fish—but even the seas had been infested with the creatures of the Influx, as Bob Rubman proved when he picked up that merman skull. Merfolk managed to extract the oxygen they needed from water—an impressive feat, because water, Dr. Smatresk says, holds 20 to 30 times less oxygen per volume than air. He believes the merfolk had no lungs at all, but huge amounts of gill tissue in their extralarge chests, through which they rammed vast quantities of water. In addition, he said, their blood must have been particularly good at capturing oxygen and releasing it to the tissues.

Tales of mermaids exist the world over, so it may well be that these creatures still roam our oceans. If so, Dr. Juergensmeyer and Dr. Smatresk both speculate, their days may be numbered: they must be very sensitive to pollution. "You've got to bring in water, parasites, and all kinds of gunk from outside into this very delicate area," Dr. Smatresk says. "It would have to be their Achilles heel."

Tales of Sea Serpents also exist all over the world, and so this sea-going version of the Craw Wurm, too, may still roam the ocean, having remained behind when almost all of the other Dominian creatures mysteriously disappeared.

One sea creature that vanished—thankfully—was the Leviathan. This creature was so huge that it's impossible even to say what its length might have been. It could only exist in the oceans, where, Dr. Juergensmeyer observes, it didn't face some of the same problems as land creatures, which have to be concerned about the ability of their bones to support their own weight if they get too big.

Leviathan, like today's large whales—mere minnows by comparison—probably migrated through the world's oceans: north to feed in rich waters teeming with plankton and fish, south to reproduce. Although Leviathan was too large ever to get cold, a baby Leviathan might not have been.

Wherever Leviathan went, it would have left behind a marine wasteland, Dr. Smatresk says. "Obviously, they'd deplete an ecosystem pretty fast."

Leviathan could have scoured whole islands clean of life with just the waves of its passing, destroyed the fisheries on which beleaguered towns depended for food, sunk entire fleets without even knowing it had hit them.

Yet, like all the rest of the Dominian creatures, it vanished without a trace. Now that scientists have finally begun to accept that the Dominian creatures really existed, and to piece together the picture of the world as it was during their brief sojourn here, one question continues to haunt them: "What happened to them?"

Perhaps the flip side of that question is even more disturbing:

"What if they come back?"



Bat © Dorling Kindersley Ltd. London. Pterosaurs © Marshall Editions Ltd.

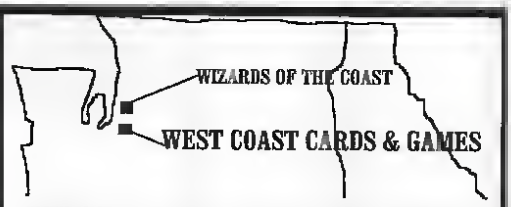
Edward Willett is a freelance writer and performer in Regina, Saskatchewan, Canada, who writes both science fact and fantasy fiction. He and InQuest thank Dr. Mark Brigham of the University of Regina, Dr. Neal Smatresk of the University of Texas, and Dr. Betty Juergensmeyer of Judson College for their real-life insight into this fictional influx.

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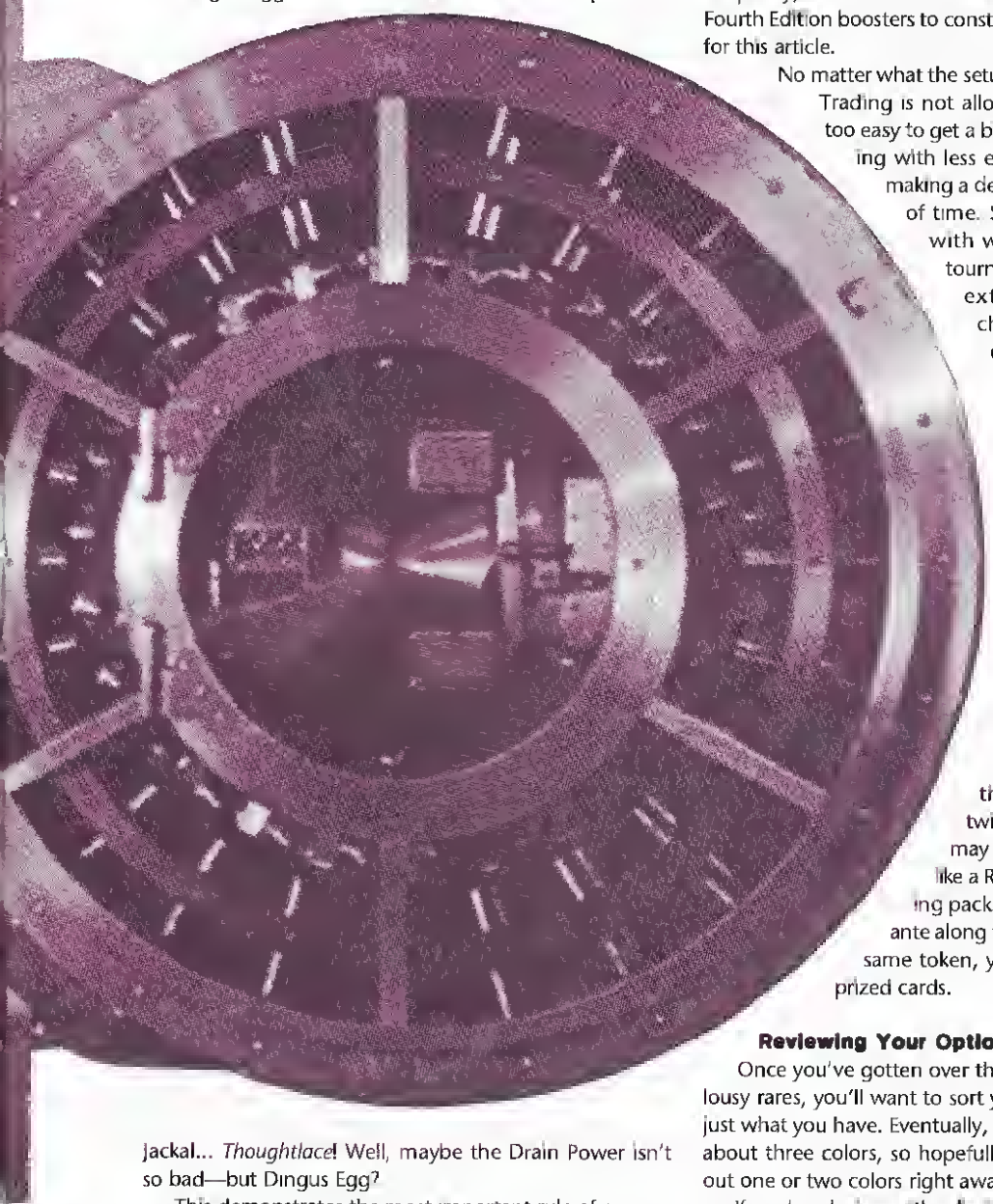


Tips for coming out on top in *Magic* sealed-deck tournaments.

It's your first sealed deck tournament, and you're ready. You know the casting cost, rarity, and word count for every single *Magic: The Gathering* card ever made. You scoff at the *InQuest* players guide tips, sniffing, "I knew about that months ago!" You've never been more prepared in your life.

You eagerly tear open your starter deck and booster packs, hoping for the Shivan Dragon or Mahamoti Djinn that's going to make you unstoppable. You don't care about the uncommons and commons, so you rip right past those and jump to the rares.

Dingus Egg... Drain Power... Aladdin's Lamp... Hurr



Jackal... *Thoughtlace*! Well, maybe the Drain Power isn't so bad—but Dingus Egg?

This demonstrates the most important rule of constructing a sealed deck: never, ever, count on luck. If you're like me, then Lady Luck has a personal vendetta against you.

However, all is not lost. Not all of the good cards are found in the fourth slot of a booster pack or snuggled up against the instruction booklet. In a sealed deck environment, some of the most powerful tools are cards that you would never put in a regular deck. The key in my sealed deck? Amulet of Kroog.

But I'm getting a little ahead of myself. First, let's take a closer look at the nature of a sealed deck tournament.

By Jeff Hannes

The Basics

In most sealed deck tournaments, players are given a starter deck and one or two booster packs. Some tourneys are *Ice Age* only; others mix *Fallen Empires* with Fourth Edition. It's up to the people running the tournament. For simplicity, I used a Fourth Edition starter deck and two Fourth Edition boosters to construct the sealed deck I used for this article.

No matter what the setup, a few basic rules apply. Trading is not allowed. This would make it too easy to get a big jump on others by trading with less experienced players or by making a deal with their friends ahead of time. So basically, you're stuck with what you've got. (Some tournaments provide you with extra basic lands of your choice; this is yet another option.)

Matches are usually best two games out of three, and players are allowed to change their decks once per match. Your sideboard consists of every card you received that isn't in your deck, and changes don't have to be made on a one-for-one basis. You're free to do whatever you want.

Duels are also usually played for ante, which throws a very interesting twist into the equation. You may not pick up a big time card like a Royal Assassin in your opening packs, but you may win one in ante along the way. Of course, by the same token, you may lose one of your prized cards.

Reviewing Your Options

Once you've gotten over the disappointment of your lousy rares, you'll want to sort your cards by color to see just what you have. Eventually, you want your deck to be about three colors, so hopefully you'll be able to knock out one or two colors right away.

If you're playing with a limited number of lands, that may help determine which colors you can play. If you've got great red cards, but only two Mountains, red isn't going to be an option. In a trim sealed deck, you should have 14 lands and 26 spells. That's four or five lands per color in a three-color deck.

You should also look for key cards in each color. Some cards that make a color worth playing regardless of what

other cards you have in that color. See the chart on this page for a list of these killer cards.

Another thing to remember is that any flying creature deserves instant attention. Flying creatures can be your quickest route to victory in a sealed deck environment, where such beasties will be difficult for your opponent to handle. Regenerating creatures provide excellent defense, and landwalking creatures can decimate your opponent if they have the appropriate land in play.



Flying, whether it's thanks to a spell or a creature's ability, will win you the game more times than not

Let's take a look at the piddling selection of cards I received. I had the following killer cards: Disenchant, Fireball, Fissure, Flight, Howl from Beyond, Lightning Bolt, and Power Sink. I also had two fliers: Bog Imp and Osai Vultures.

It wasn't much, but it was a start. This list narrowed down my color choices a bit. I had no key green cards, so that dropped one color from my deck right away.

Since I had a pretty even number of key cards for the other colors, I took a closer look at all my cards. With so many means of destroying permanents, red was an obvious choice, and the Disenchant and Divine Transformation made white too hard to resist. There weren't enough cards for a two-color deck, so I needed a third.

Killer Cards for Sealed Deck Tourneys

BLACK	RED
Cursed Land	Disintegrate
Howl from Beyond	Dwarven Warriors
Pestilence	Earthquake
Terror	Fireball
	Fissure
BLUE	Lightning Bolt
Control Magic	Power Surge
Counterspell	Pyrotechnics
Flight	
Power Sink	**WHITE**
Prodigal Sorcerer	Alabaster Potion
	Armageddon
GREEN	Balance
Birds of Paradise	Circles of Protection
Desert Twister	Disenchant
Giant Growth	Land Tax
Hurricane	Spirit Link
Lure	Swords to Plowshares
Stream of Life	Wrath of God
Tranquility	

Deciding between black and blue was tough. Sometimes it helps to look at the lands you have available. In this case, I had four swamps and five islands—both reasonable numbers. If I'd only had two swamps, the choice would have been a little easier.

In the end, I decided that I had more potential game breakers in black. Word of Binding could break a large creature stalemate, and Howl from Beyond could deliver the killing blow. Since its creature selection was also slightly better, I went with black.

Building Your Masterpiece

Once you've got your colors, start shaping the deck. In sealed deck tournaments, creatures are almost always the deciding factor. If you don't get any out, you're not going to win. Therefore, it's always best to load up on creatures. At least a third of your deck should be critters. In a 40-card deck, that's about 13 or 14 creatures.

Now, which creatures to use? The first rule is to put in automatically *any* flying creature. No matter how bad it may seem, if you've got the mana to pay for it, you've already got an edge. Next, look for creatures that only require one mana of a certain color to cast. Gray Ogres may not be very popular in an open environment, but are easy to cast, and hence valuable in the sealed deck I made. Doing a little damage early can make the difference, so don't shy away from small creatures.

Some creatures deserve instant attention because of their size. At 5/4, the Fire Elemental was my biggest creature, and red was turning out to be one of my primary colors. There was no doubt I should play with the Elemental, even though it cost two red mana to cast.

But what about the Hurloon Minotaurs? Three mana for a 2/3 beast seems pretty good, but the odds of my being able to cast them early were reduced by the casting requirement of two red mana. Despite a bigger cost, the Grapeshot Catapults were more of a sure thing—their casting cost is completely colorless—and they have a special ability that could prove very useful (tap to do one damage to a flying creature).

Frozen Shade is another potentially huge creature, but with only four swamps, I just couldn't inflate it that much, especially early in the game. The Lost Soul would do a lot more damage to an opponent playing black.

When picking your creatures, the process generally gets reduced to weeding out the worst and taking the rest. Just make sure you've got enough creatures, even if they all suck. Something is always better than nothing.

The next step in building your deck is determining which spells to include. Start with the key killer spells, and go from there. Creature elimination and direct damage are your most valuable tools, so look to those types of spells first. For my deck, Weakness and Immolation were perfect additions. Both were cheap to cast, and both were effective creature crushers.

Next, go through each color and choose the spells you'd like to put in your deck. This will probably raise your deck total to more than 40 cards, but don't worry—you can still cut it down to size.

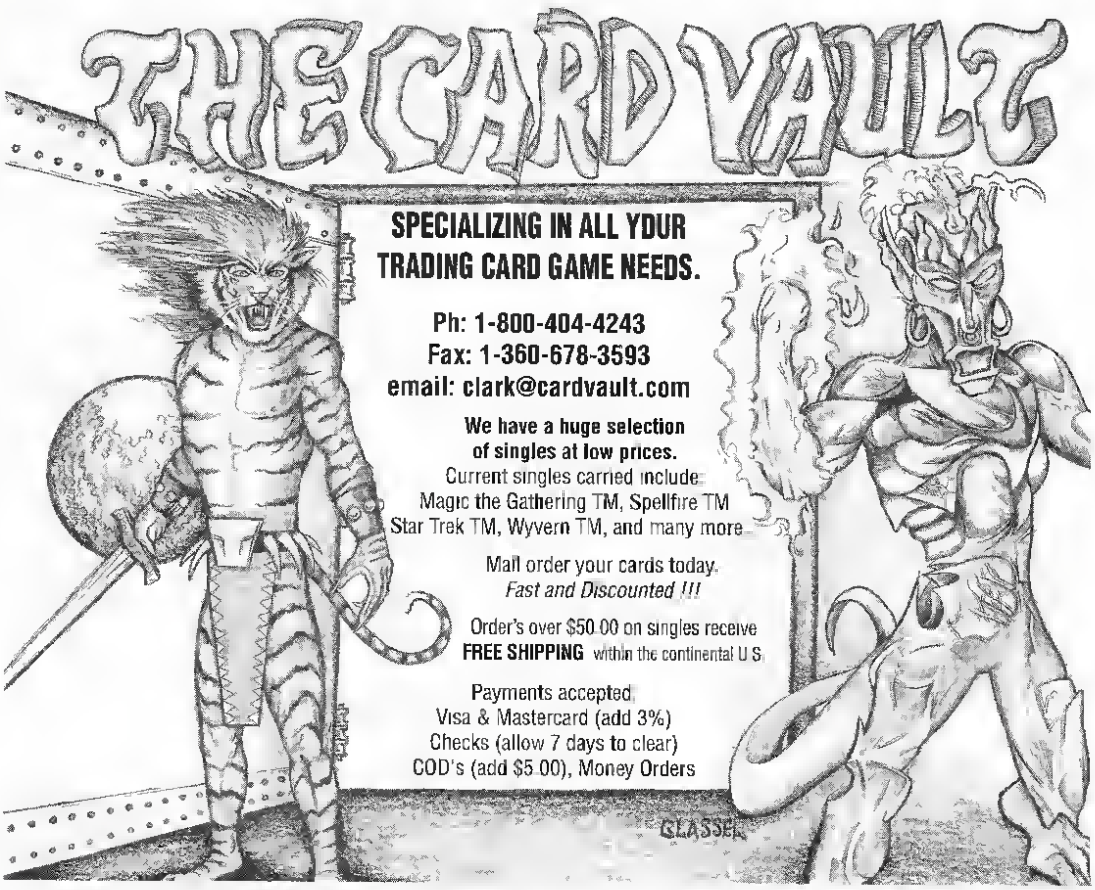
Of the remaining black, red, and white cards, Morale and COP: Artifacts were the only two that I didn't consider for my deck. Morale's cost was a little high, and its uses were limited at best. As for the Circle, I didn't plan on running up against too many nasty damage-dealing artifacts. It would have a better home in my sideboard than in my regular deck.

For artifacts, I figured the Dingus Egg and Rack were useless. I didn't have that many land-destruction cards, and it wasn't too likely that I'd be able to keep my opponent below three cards during a duel. The rest were all worth considering, so I threw them into the mix. Including 14 lands, the deck's total was 49 cards—too many to be effective.

Cutting and Pasting

Cutting out cards is never easy, but it had to be done. I looked over my artifacts first, and decided that Aladdin's Lamp was too expensive. With only 14 mana in my deck, how useful would it be by the time I could play it? The Iron Star and Soul Net could be helpful, but they certainly weren't necessary. In black, Drain Life wasn't cost effective, and I had enough creatures to do without Raise Dead. I decided Fear's best place was in the sideboard, to use against decks without black.

Red was easier to thin. Although they were useful, I saw no immediate need for the Shatter and Stone Rains. They



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would definitely be in my sideboard, but the odds of my opponent having highly offensive lands or artifacts weren't too high. Besides, I had Disenchant and Fissure if I really needed some destruction capability. Finally, I plucked Kismet to go down to an even 40.

However, the process doesn't stop there. Depending on your cards, you may want to explore adding a smidgen of another color. In this case, my lack of significant flyers made Flight look awful tempting. A flying Fire Elemental or Abomination could easily mean the difference between a swift victory and getting hung out to dry. With a Celestial Prism and not too many white cards in my deck, I decided Flight was worth adding. Two islands gave me a little extra mana and a good chance that I'd be able to play it.



Creatures are the way to go in sealed-deck tourneys

You should make similar concessions for many of the other key cards. Disenchant and Fireball can be vital to winning consistently, so you should definitely consider making room for them. Remember, most duels will take you through at least half your deck, so you'll eventually have the opportunity to play those key cards.

Pulling the Old Switcheroo

The sideboard is a vital element to all tournament decks, and sealed decks are no different. There are basically no restrictions on sideboards, but that doesn't mean you should go hog-wild during every match. Odds are, if you've built your deck carefully, you don't want to mess with it too much.

Only sideboard in cards that you're pretty sure can help you, and try to make all changes on a one-for-one basis. The last thing you want to do is to dilute your deck by making it bigger. Just because your opponent happened to play out his hand in the first duel doesn't mean you should throw in your Rack. On the other hand, if your opponent isn't using any black, you should probably find some space for Fear.

Sideboarding also gives you an opportunity to take out cards that will be less useful against your current opponent. Remember my dilemma over Frozen Shade? If you come up against a player who doesn't seem to have any swamps, the Shade is probably a better bet than the Lost Soul. It's easier to cast, and although you won't have much mana to pump it with, it's better than a 2/1 creature with no special abilities.

Regardless of what changes you make, be sure to keep track of them so you can return your deck to normal once the match is over. There's nothing worse than drawing a color-specific card during a duel and crying, "Hey, that shouldn't be in there!"

Ready, Set, Go!

So you've finally got your deck done. Congratulations! You've made it past the most important and challenging part of a sealed deck tournament. Now it's time to put your work to the test.

Play is generally straightforward, although, like I said, a few seemingly weak cards can come up big in sealed deck tourneys. As I mentioned earlier, Amulet of Kroog turned out to be a key to my deck: for two mana, I could prevent one damage to myself or my creatures. Since there usually aren't a lot of infinitely pumpable Shivans or Frozen Shades or Pestilences around, a little damage prevention can go a long way.

How and when you play certain cards or use certain abilities, like the Kroog's healing power, will largely depend on your deck. However, there are some general tips you should keep in mind.

Never use your key cards too early. If you've got a Disenchant in hand and the mana to use it, that doesn't mean you should blast the first target your opponent brings into play. Wait for something that will hurt your deck. If you've already seen a COP: Red in your opponent's deck, hang onto that Disenchant. Eventually, that Circle will surface, and you don't want to get caught without a solution.

Save game breakers like Word of Binding until you can use them to their maximum effectiveness. When playing spells, keep in mind what's left in your deck. Are you going to be able to win the game if you cast that Fireball now? Your resources are limited, so play with them that way.

Finally, don't spend too much time waiting, unless you have a killer combo in your hand. Don't be afraid to lose creatures; there should be a lot of them in your deck. If you wait for things to escalate to the point where no one can do anything, the game may end with someone running out of cards. That's not good if you're the one with fewer cards!

All in all, a sealed deck tournament can provide you with a welcome change in play environment. So if you're tired of always winning your local tournaments—or always losing them—try playing on an even field and see just how far your *Magic* skills can take you.

Cream of the Crap

Cards that made the final deck are boldfaced. Key sideboard cards are italicized

ARTIFACTS
1 Aladdin's Lamp
1 Amulet of Kroog
1 Celestial Prism
1 Dingus Egg
2 Gropeshot Catapults
1 Iran Star
1 Rack, The
1 Soul Net
1 Wall of Spears

BLACK
1 Abomination
1 Bog Imp
1 Cyclopean Mummy
1 Drain Life
1 Fear
1 Frozen Shade
1 Howl from Beyond
1 Lost Soul
1 Raise Dead
1 Weakness
1 Word of Binding

BLUE
1 Blue Elemental Blast
1 Drain Power
1 Energy Tap
1 Flight
1 Giant Tortoise
1 Phantasmal Terrain
1 Power Sink
1 Psychic Venom
1 Sea Serpent
1 Sunken City
1 Thoughtlace
1 Wall of Water
1 Water Elemental

GREEN
1 Carnivorous Plant
1 Craw Wurm
1 Crumble
2 Fogs
1 Giant Spider
1 Naf's Asp
1 Pradesh Gypsies
1 Sandstorm
1 Wall of Ice

RED
2 Brothers of Fire
1 Fire Elemental
1 Fireball
1 Fissure
1 Groy Ogre
2 Hurloon Minotaurs
1 Hurr Jackal
1 Immolation
1 Lightning Bolt
1 Shatter
1 Sisters of the Flame
2 Stone Rains
1 Wall of Fire

WHITE
1 COP: Artifacts
1 Disenchant
1 Divine Transformation
1 Kismet
1 Morale
1 Osai Vultures
1 Somite Healer
1 Tundra Wolves

LANDS
3 Forests
5 Islands*
5 Mountains
5 Plains
4 Swamps

* Only two Islands made the final deck.

Jeff wasn't too thrilled about the rares he got...until he found out InQuest was paying for the whole she-bang.

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Meet fantasy author Margaret Weis

Vital Stats

Name: Margaret Weis

Birth: March 16, 1948, Independence, Mo

Occupation: President of Mag Force 7

Base of Operations:

Williams Bay, Wis.

Career Highlights:

Dragonlance, *Star of the Guardians*, and *Dragons of Summer Flame*, due out this November

Jeff Frantzman

She began as a young girl telling stories in front of her kindergarten class, displaying a gift for creating worlds. Today, Margaret Weis is recognized as one of the most popular fantasy and science fiction writers in the business.

She's always had a talent for writing, although it wasn't immediately recognized by her teachers. "I was flunked on an English assignment. The teacher told me that no ninth grader could write that well."

Somewhere, a ninth-grade English teacher is kicking himself.

In her freshman year at the University of Missouri at Columbia, Weis switched from art to English on advice from a professor. "Once I knew what I wanted to do, I felt really good about it and pursued it....

Top: The logo for *Star of the Guardians*.
Below: Margaret Weis.
Below left: Covers to three *Dragonlance* novels.





Dragonlance™ & © TSR Inc. Star of the Guardians™ & © Mag Force 7 Inc.

"Right out of college, I started working in a small publishing company as a proofreader. I worked from the bottom up, learning a lot about the industry in the process."

Her first sale was *A Biography of Frank & Jesse James*, a juvenile book for Simon & Schuster. She worked on assignment, covering topics from robots to the history of Thanksgiving.

Around this time, she started working for TSR as a copy editor. The rest, as they say, is history.

"*Dragonlance* started with Tracy [Hickman]. Marketing wanted to do something with dragons, and asked the designers for ideas. Tracy submitted an idea for 12 modules, and a committee started working on it," Weis recalls.

"I was brought in as a book editor. There was such a creative influence at those meetings that the world became real. Artists did work on their own time, and we got to feel that we knew the people in this world. It was the feelings of the people in those meetings that made *Dragonlance* so successful."

Weis is currently working with Don Perrin on another book in the *Star of the Guardians* series. Her newest release is *Dragons of Summer Flame*, a 560-page hardback. Due in November, it's her and Hickman's first *Dragonlance* novel in nine years. Weis is hoping to do more with *Dragonlance* in an editorial capacity, where she can exercise a little more creative control.

"It's something we learned with *Dragonlance*. When you take it to the level of crass commercialism, you lose something. It's like Tracy used to say: 'We should be like the party that's walking towards the shining castle on the hill. From a distance, it's beautiful. When you get too close, you can see the cracks in the walls.'"

And in the future?

"It's kind of odd. Two years ago this September, I was diagnosed with breast cancer. I went through the treatments and the whole thing [successfully], and I stopped thinking 10 years ahead. Now I live for today."

Favorite work of your own...

Probably the *Knights of the Black Earth*, which is a series of science fiction books. I would say it was my best. I like each of them for different reasons. *Dragonlance* because it was the beginning. *Star of the Guardians* was [the science fiction trilogy] I wanted to write for 10 years.

Favorite work by another writer...

Bleak House, by Charles Dickens. Marvelous construction, magnificent characterization... His portrayal of society in his time was unparalleled, and his style of writing was amazing.

Top: *Star of the Guardians* starter deck
Below: *Star of the Guardians* game cards



Person you'd most like to meet...



Jane Austen [author of *Pride and Prejudice*]. I really admire her style of writing, and she led an interesting life. She has such insight on the human condition.

Most embarrassing moment...

While working in Research & Development at TSR, I took part in a raid with ELF—the Editors Liberation Front. We were tired of the constant water pistol wars between the game designers, and decided to strike back. So one day, we threw open the doors and attacked, raining water down on the hapless designers, fleeing in a well-orchestrated hit and run. A supervisor stormed into our office, furious. At the time of our raid, he had been showing around people who were interested in buying TSR. I don't think they ended up making the purchase.

Favorite munchie at 2 a.m....

Potato chips. I'm a big carbohydrate freak. I can sneer at chocolate, but put a bag of potato chips in front of me...

Favorite toy as a kid and as an adult...

Sorry. I loved that [board] game. I had one of the first Barbie dolls, when it first came out. And books, I was always big on books. Now, I *love* Bridge. My husband and I get together with friends and play Bridge every week.

Favorite television show...

Babylon 5, without a doubt.

Last good book you've read...

Murder, Must Advertise, by Dorothy Sayers. I'm a big murder mystery fan.

Fantasy character or creature most like you...

Well, Maigrey [heroine of the *Star of the Guardians* trilogy] is the person I'd *like* to be. Tracy always says that he'd like to be Sturm, he's like Tanis, and comes across as Fizban.

People you'd most like to work with...

I think it would be fun to work with some up-and-coming film director, maybe someone nobody has heard of. [I'd like to] learn something about the movie industry. You get more creative when you work from the bottom up. I would have liked to work with [George] Lucas on the first *Star Wars*.

Favorite musical performer...

Sherrill Milnes, an operatic baritone. I got to meet him last year, and it was one of the highlights of my life.

If you were an all-powerful wizard, what you would do with your powers...

I have a friend who has AIDS, and a friend who has lupus. I'd make them well.

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Magic: The Humor

By Buddy Scalera

Giggles on the Web

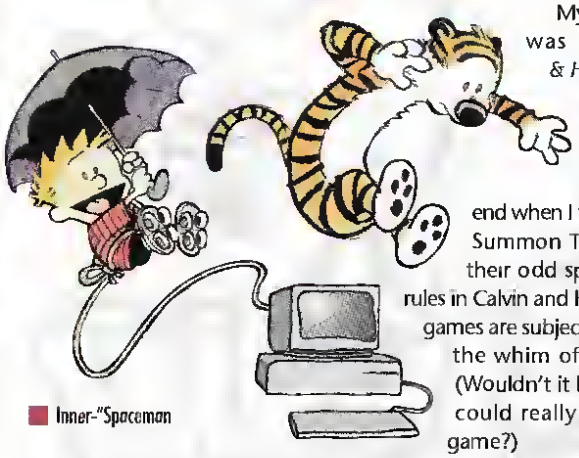
Yeah, it's officially fall, which means it's time to get serious again. Well... sorta.

Just because we have to be serious in the real world doesn't mean we gotta be stoic in the cyberworld. If you want to get downright silly, you should check out Magic: The Humor on the World Wide Web (WWW). Ain't nuthin' but fun out there.

Magic: The Humor is one of those spots made for relaxing after a tough day at school or work. It's located at URL:http://www.cs.swarthmore.edu/~binde/magic/index.html.

It's a free-for-all fun fest that links you to clever satire and downright silliness. For silliness, they offer *Magic* Pick-Up Lines. (i.e., "Wanna go back to my Breeding Pit?" or "Check out my crystal rod!") Lines like these are guaranteed to fail—but hey, curse their lands if they can't take a joke!

One of the page's highlights include imaginary *Magic* theme decks. Check out *Magic: The Government, Animaniacs: The Gathering, The Tick Cards*, and *Warner Bros. Cartoon Cards*.



Inner-"Spaceman Spiff" and First-Tiger Hobbes... the newest *Magic* expansion?

My favorite deck was the *Calvin & Hobbes* expansion set. You won't want to be on the receiving end when I tap Calvin and Summon Tiger! As with their odd sports hybrids, rules in Calvin and Hobbes' *Magic* games are subject to change at the whim of the players. (Wouldn't it be neat if you could really do that in a game?)

Students should pay special attention to this expansion set. Use your Enchant Calvin and "Target Calvin gains protection from homework."

Where were these cards when I was in school?

e-notes

***SimCity*:** Compared to *Magic* and *Illuminati*, there's very little out there dedicated to *SimCity*. Fortunately, a private programmer named Sara Skovronsky has set up a page devoted to the game. The SimPage is located at http://weber.u.washington.edu/~starfish/-simcity/simcity.html.

Although it is not an "official" Web site, it seems to get the blessings of the card game companies. The page has direct e-mail links to Mayfair Games (SimAnswer@aol.com) and to the *SimCity* netrep, Faith Price (fprice@interaccess.com).

The SimPage is the current crown jewel site for *SimCity* players, but there are other pages in development.

The SimCornerstone: If your interest in *SimCity* has been piqued, and you want to know more about the game, send e-mail to SimAnswer@aol.com. Request their list of Frequently Asked Questions, which should give you a good idea of how the game operates. You can e-mail this address from anywhere on the Internet.

You may also want to check out "How I Build a *SimCity* Deck" by Bill Ingram on the WWW. It's located at http://www.its.bldrdoc.gov/~bing/-simbuild.html. I thought this page was great because it incorporated play tips and city-building philosophy. It's perfect for those who have always been curious about *SimCity* but didn't know where to start.

Upgrade Hordes: The GIX Collectible Card Games Library on America Online has *Hordes Database* Version 4.2.1 for Windows (the date is 8/1). The upgrade of this popular database program generates deck lists, keeps statistics, displays graphics, provides rules, and has many other features, including information on *Ice Age* decks. This shareware program comes highly recommended.

***InQuest* Online:** The *InQuest* Online forum is developing quite nicely. Thank you to all the people who have been frequenting our bulletin boards to offer your support and suggestions. Care to guess what the most-frequented folder in our forum is? The "*Magic: The Gathering*: For Sale" folder, of course. Come visit our forum and let us know what you think. To get there on America Online, use the keyword "InQuest." If you're not on America Online, you can send us e-mail at InQuestMag@aol.com.

Buddy Scalera is the Wizard Press On-Line Editor and the host of Wizard World and InQuest Online. Other than that, he's a pretty nice guy. His e-mail address is WizardTGTC@aol.com

Calvin & Hobbes © Universal Press Syndicate

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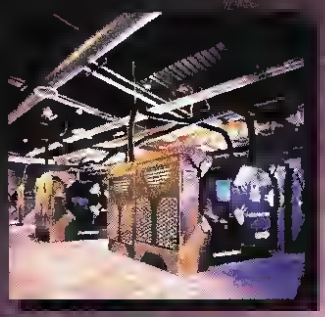
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A Festive Look at Halloween

With the end of October just around the corner, you've no doubt been putting the finol touches on your unbeotoble, Halloween-themed *Magic* deck. "Let's see... I'll put in 20 All Hollow's Eves, 20 Sengir Vompires, ond... No, wait. I'll put in 21 All Hollow's Eves, 24 Sengir Vompires, 11 Seosons of the Witch...."

But os you flip through your mossive collection looking for onything even remotely pumpkin-like ("Hmm... Saproling tokens os jock-o'-lanterns?"), you moy start to wonder just whot pumpkins hove to do with Holloween onyway. For thot motter, whot does anything hove to do with Holloween?

Why do children dress up every October 31 os Botmon ond Minnie Mouse? Why not dress up as the secretory of tronsportotion? And why not do it on April 17?

Who decided thot o flooting sheet with eye holes is o scory Holloween symbol, but that hopping forks with mouths oren't? Forks con poke your eye out, ond if they tolked all the time, it would drive you nuts. The worst a sheet con do is envelop you with downy comfort. OK, it may be the downy comfort of the domned, but those forks ore still pretty mean.

And why do we give out candy? This yeor, try giving trick-or-treoters bowls of grovy. Or just unlood o bunch of old mogazines on them. Why not? It's not like the Halloween Police ore going to soy, "You're not doing it right." These ore all just customs we do yeor ofter yeor, ond no one knows why they're done this woy ond not thot way.

No one except a bunch of deod Celts. And you.

BY ERIC BLACK

Photos courtesy Knight-Ridder News Service and Bettmann Archive

Shocking Halloween Secrets Revealed!

It seems safe to say the Celts did not imagine their holiest festival would one day be celebrated by children donning flame-retardant Wonder Woman ponchos and throwing toilet paper in neighborhood trees. But that's history for you.

Halloween has been observed in the British Isles for well over 2,000 years. If you went back to 500 B.C. Ireland, though, you'd find they didn't know "Halloween" from "Wet-Naps." It was originally called Samhain (pronounced "sow-in"), after the Celtic lord of the dead.

The festival of Samhain was the Celtic New Year's Day. It marked the time by which harvesting had to be completed and cattle had to be brought down from hillside pastures and either put away for winter or slaughtered. It was also a day when the barrier between the worlds of the living and the dead dissolved—sort of like when Denny's has a special.

The Celts believed the souls of people who died during the previous year roamed the Earth on this day looking for bodies—animal or human—to occupy. Understandably, people did not wish to be *occupado*. They set out food to appease the spirits, dressed up as demons and ghouls, and built bonfires. And of course, they threw the occasional village idiot into the flames for good measure. Even the Romans, who never ceased to be amused by the spectacle of slaves hacking each other to pieces in gladiatorial combat, found this practice appalling.

How The Ween Became Hollow

Although the Romans made them stop knocking off village idiots, Samhain remained popular in Scotland and Ireland well into the fourth century, when Catholic missionaries showed up to convert everyone. Being no dummies, the Church decided not to eliminate the festival but to redefine it in Christian terms. Thus November 1, Samhain, became All Hallows' Day, a day to honor saints.

To get a picture of how widely this missed the mark, imagine your company announcing that come December, Christmas will be replaced by "All Shareholders' Day." Instead of spending the day with your loved ones, you will be required to come to the office and pay respect to the faceless owners in whose name your boss' bosses have "streamlined" dental coverage out of your health package.

Needless to say, Samhain continued as never before.

In the year 900, the Church took the carrot-and-stick approach by throwing another holiday on the calendar—November 2, All Souls' Day—while preaching that spirits were devils, equating Samhain with evil for the first time.

Gradually, Samhain became an ordinary harvest festival with a few occult elements thrown in, and instead of taking place throughout the day of November 1, it became confined to the night before, All Hallows' Evening. Somehow over the years, "All Hallows' Evening" turned into "Halloween." How this happened, we don't know, but bear in mind these are the same people who decided "Samhain" was pronounced "sow-in."

Odder still, some people insist on throwing the apostrophe in—"Hallowe'en"—to mark the missing v. Never mind the fact that all three words have been jammed together, the s has been annihilated, and "all" and "-ning" are AWOL; we can't let that v be forgotten!

Who Added The "Smell My Feet" Part?

Being an Irish and Scottish tradition, Halloween is unknown in the non-English-speaking world. And who can blame them? We barely know what to do with it ourselves. Even in England, they'd rather wait the five days till Guy Fawkes Day,



on November 5. At least they know what that one's about. (Guy Fawkes tried to blow up Parliament in 1605; he failed and was executed. Every year, the British light fireworks and bonfires, celebrating both that Fawkes got caught and that he tried.)

Halloween didn't catch on in America until the 1840s, when large numbers of Irish immigrants settled here and brought their traditions with them. For decades, Halloween activities were mostly games and pranks: bobbing for apples, tipping outhouses, and other mind-numbing horrors of the pre-Nintendo era.

Trick or treating started in the '30s and didn't become widespread until the '50s. Before then, children sometimes dressed up in Halloween costumes to go out and play tricks. But no one is quite sure how the "treat" part got added. Historians believe the custom started in Irish immigrant communities and that it may have come from a 17th-century tradition of traveling door to door to collect donations for the feast of St. Columba (no, not Columbo's wife).

Meanwhile, In The Mutilated Gourd Department

Pumpkin carving is the American form of an Anglo-Irish craft of scooping the insides out of turnips, carving designs into skins, and putting lit candles inside. These turnip jack-o'-lanterns are carried with strings or on the end of sticks. Without meaning to sound Americentric, pumpkins seem like a far more practical choice if you simply must hack vegetables into anthropomorphic shapes.

The name "jack-o'-lantern" comes from an Irish folk tale of a man named Jack who managed to con the devil but lost the right to enter either heaven or hell when he died; Jack's soul was doomed to walk the Earth carrying a coal in a hollowed-out turnip. His tale clearly illustrates the overabundance of both turnips and free time in Ireland.

As long as I'm on a roll here, that whole ghosts-made-out-of-bed-linen thing comes from the fact that people used to be buried in shrouds, which are basically big sheets. Why an undead spirit would choose to cast off clothing and a body, but not the shroud, is unclear. Maybe these are the ghosts of people who put apostrophes in "Halloween."

It's also unclear how witches got stuck with broomsticks. For what it's worth, people have been associating the two since the Middle Ages, so at least it's a weird story with a pedigree. One modern theory has it that witches used to smear hallucinogenic ointments on their broomsticks and then straddle them. As they "rode" around, the drugs would slowly take effect, and the witches would have visions of flying. Personally, I think this sounds too much like a *Penthouse* letter to count as legitimate history.

Granny Smiths, Anyone?

If you think these old legends sound weird, bear in mind we modern folk have come up with a few gems of our own. Did your parents ever warn you about strangers putting razor blades or poison in candy? Well, guess what. As far as anyone knows, it's never actually happened, at least not the way the stories go.

In 1985, sociologists Joel Best and Gerald Horiuchi surveyed every mention of treat-tampering in the *New York Times*, the *Los Angeles Times*, the *Chicago Tribune*, and the *Sacramento Bee* between 1958 and 1984. Of the 76 reported incidents they found, virtually all were either unverifiable or turned out to be hoaxes. There are two known cases where children have died from poisoned Halloween candy. In both cases, family members turned out to be responsible. And there are no known cases of injuries or deaths caused by razor blades embedded in candy or apples.

None of which is to say trick-or-treaters shouldn't be cautious. If someone put a sign in their window that read "Free Candy for Children," would you even think about going in? But maybe we don't need to be twitching, nervous wrecks about it.

Another Halloween legend of recent years was the Purdue University rumor in 1988 that a psychic had gone on a talk show and predicted a homicidal maniac dressed as Little Bo Peep was going to slash his way across campus on the evening of October 31. Although no one had made such a prediction, and although similar rumors



Top: Halloween strikes back! This pumpkin just might carve *you* up. Above: Hey, what's Witch Hazel doing with that broomstick?

were soon popping up all around the country, university officials took the prudent measure of banning Little Bo Peep costumes from campus parties.

A '90s Kind of Halloween

So what is the current state of Halloween? As you might guess, nutrition-minded adults are trying to pawn health foods off as being acceptable Halloween fare. Last year, an elementary school in Mt. Prospect, Ill., had the audacity to offer popcorn balls, bagels, granola, carrots, celery, and apple slices for Halloween. All I can say is, whoever was behind this never got a Tiger's Milk bar or a heinous, stiff granola bar in their trick-or-treat bag.

And as you might guess, some people are trying to raise awareness of the holiday's alleged Satanic side. Last year, a number of schools across America ignored Halloween entirely and instead celebrated "Harvest Day" or "Read Across America Week." Others allowed children to decorate pumpkins but not to carve them, claiming that was crossing the line into paganism.

And of course, corporations are making huge sums of cash. Americans spend around $1 billion on Halloween candy (including 10,000 tons of candy corn), $400 million on costumes, and $200 million on pumpkins. Candy manufacturers live or die by Halloween sales, and costume companies are perennially forced into trying to guess who next year's hot characters will be. Halloween is also a big night for beer; we spend around $225 million for all those suds sold to us by cartoon ghosts and their athlete pals.

It's enough to make you wonder: if you went to Ireland, hiked high up into the ancient fields, stood real still for a moment, and just listened... could you hear the Celts spinning in their graves?

Eric Black is a freelance writer living in Los Angeles. He would like to remind you there are only 74 shopping days left till Christmas.

Do *Not* Try These at Home

A Guide to Tricks and Mischief-Making

As surely as leaves turning red and gold, autumn is marked in my neighborhood by the appearance of white strands of two-ply, quilted toilet paper dangling from tree branches. You can walk me through crisp afternoons and show me grinning jack-o'-lanterns. You can ply me with mugs of cider and plates of warm doughnuts. But it wouldn't be fall without seeing my neighbor, Mr. Moss, wave a rake at the Charmin on his elm.

Although we tend to forget about it, the trick was a part of Halloween long before the treat. Traditional tricks in the British Isles include changing shopkeepers' signs, removing gates from hinges and putting them on the owners' roofs, and the ever-popular rapping on windows.

One British prank involves creeping up to the victim's house and simultaneously smacking their window with your hand and



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breaking a bottle against their wall. The idea is that the victim thinks their window has been broken and runs out in a fright. Of course, nowadays if you tried it, they would probably just come out and shoot you. Pranking is inadvisable in the '90s.

A Scottish prank that is especially inadvisable is called "burning the reekie mehr." The prankster takes a cabbage, scoops out all the leaves in the center, and fills the remaining shell with straw. He then sets fire to one end of the cabbage, puts it against the victim's keyhole, and blows through the other end, filling the victim's house with smoke. If desired, the prankster climbs onto the roof and stuffs the chimney up with turf, trapping all the smoke inside. I'm still trying to figure out how you light a cabbage.

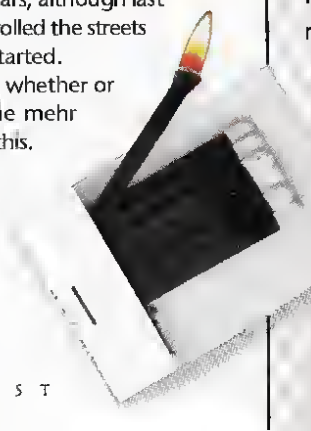
A tradition closely associated with Halloween pranks is Mischief Night, also known as Devil's Night. In some parts of the U.S., Canada, Ireland, and the United Kingdom, this is a night where people go out and play all sorts of pranks. According to tradition (but not always the local sheriff's department), they are exempt from punishment. Historians believe the origins of Mischief Night may lie in Roman festivals, during which ordinary laws were suspended for a few days.

In Britain, Mischief Night was originally April 30, and boys would go out and burn reekie mehrs and do whatever else their fiendish little hearts desired. In the middle of the 19th century, it moved to October 30, the night before Halloween, and then to November 4, the night before Guy Fawkes Day. No one is really sure why it moved.

In Detroit, Devil's Night is October 30, and it has become infamous as a night of arson. According to Deputy Chief John Chakan of the Detroit Fire Department, Devil's Night has long been a time of light pranks in the city, but in the early '80s, vandals started setting fire to abandoned houses. Last year, there were 135 Devil's Night fires in the city, a vast improvement from the 810 fires started in 1984, but still high for a city that would normally see around 65 fires on any given night. Camden, N.J., has had similar problems with their Mischief Night over the past five years, although last year, volunteers patrolled the streets and no fires were started.

No word yet on whether or not there is a reekie mehr connection to all of this.

—Eric Black



Even the Great Get Lousy Treats



What kind of sick childhood does someone have to have to be inspired to design horror RPGs? Actually, not that sick. We asked Mark Rein•Hagen, creator of White Wolf's *Vampire. The Masquerade*, and Louis Prosperi, co-designer of Mayfair's *Chill*, what Halloween was like for them as children.

"My earliest memories of Halloween are actually when I lived in Scotland," says Rein•Hagen, who spent part of his childhood there while his father studied philosophy at the University of Edinburgh. "It wasn't Halloween we celebrated, it was Guy Fawkes Day....

"We didn't really dress up. That's more of an American thing," Rein•Hagen remembers. "When I first came back to America, my parents made me dress up for Halloween. I had no idea what it was. I had my clan tartan, and so I dressed in a kilt and won the Halloween contest."

"When I was in college," recalls Prosperi, "I had a Halloween party and I dressed up as Gumby—the Eddie Murphy Gumby.... A friend of mine had some green foam rubber. The party was a Saturday night, and I made it during the afternoon myself. I lay down on the ground and roughly sketched it out. The best part was I got to be obnoxious to everybody."

Costumes aside, the central facet of Halloween—the *raison d'être*—is the treat, which may be why we so clearly remember the times when do-gooders dumped lame crap like corab bars and pencils in our bags. What was the worst treat Rein•Hagen and Prosperi ever got?

"I always hated fruit. Fruit sucks," Rein•Hagen says. "Probably the most useless one," recollects Prosperi, "was one woman gave out strips of pennies—five pennies taped together. Not the most fun thing to get. I mean, it's kind of cool in concept, but.... when you can get a Butterfinger instead, that would be so much better."

What about favorite horror movies from growing up?

"When I was in high school, I went to a lot of horror movies," Prosperi recalls. "They were all equally bad. Actually, one of the most memorable—it was not bad at all; it was quite a good movie with George C. Scott called *The Changeling*."

Rein•Hagen says, "I never liked, you know, the typical scary movie [where] all it is is a scary movie. I like the ones that are combinations. *Alien* I think is a really frightening movie. Or *The Hunger*; it's a vampire movie, yet it's also kind of a horror movie. I guess the ultimate scary movie would have to be *The Shining*."

These days, Prosperi says he doesn't dress up for Halloween, and rarely gets trick-or-treaters at his apartment. Rein•Hagen usually skips Halloween parties, preferring instead to hang out "somewhere dark" and get into the spirit of the holiday.

"It's kind of neat that we have a holiday for fear," he says. "Christmas is supposed to be the holiday for giving and family and love and all that, and Easter is kind of a holiday for rebirth and spring, but we actually have a holiday for fear. For horror. For dark and bad things. Despite how sanitized society has gotten, we still have it."

You might want to tell that to the next person who tries to slip a Fi-Bor into your goodie bag.

—Eric Black

Gumby © Koma Toy Co. Inc. *The Shining* ™ & © Warner Bros.

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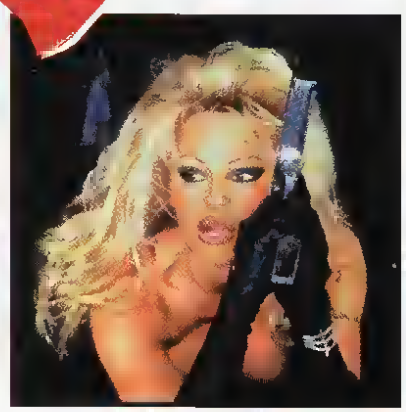
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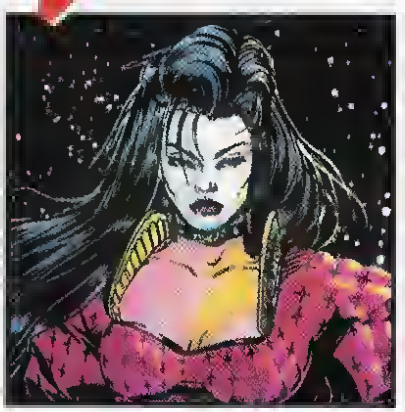
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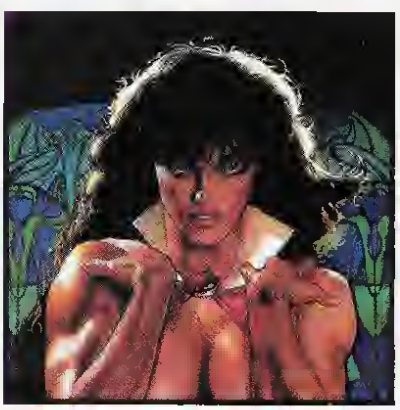
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Survival of the Fittest

A Dark game variant for Magic: The Gathering

It's said that light may not exist without shadow. *The Dark*, then, is *Magic*'s shadow—a very deep shadow. Every color becomes twisted and tainted within *The Dark*, even noble white.

Red turns wantonly destructive, even to its own caster. Blue tears away at the mind, and tampers with things best left slumbering. Green reveals the deepest heart of the forest, where lie wild, unchecked growth and surprising alliances with black. Black, the most sinister of the five colors, sinks deeper into its own dank swamps. Noble white becomes prejudiced and intolerant, hatefully lashing out at black and red.

Overview: It's fitting that the most cutthroat of *Magic* expansions be represented by the most cutthroat of multiplayer variants—the Dark Melee. Essentially, a melee consists of a large number of people sitting around a circle attempting to kill one another. Warms the cockles of one's heart, doesn't it?

Setup: A melee can be played by literally any number of people. In fact, conventions regularly hold "grand melees" with 40 players or more. But a game that size requires simultaneous turns and a staff of judges. For our purposes, seven players is perfect, but anywhere between five and nine people will work.

All players sit in a circle at randomly determined seats. Determine who will go first by whatever method you usually use. Play will progress to that player's left.

Melee Rules: All spells and effects have an ultimate range of one player to the left and right of the caster or controller. For example, an Inferno cast by Player C will deal six damage to everything and everybody at seats B, C, and D. Your Howling Mine will only affect you and your opponents—the immediate neighbor to either side of you. Spells that state "opponent" affect both of your opponents. Spells that state "target opponent" must be targeted at one of your neighbors.

Anything that enters your sphere of influence is fair game. If your opponent gains control of someone else's Shivan Dragon, you can damage it, take damage from it, or take it for yourself, all as normal.

During his or her turn, a player may declare an attack on either or both opponents. The attack phase is simultaneous on both fronts.

What gives the Dark Melee its sinister edge is the bounty (insert dramatic music here). Once per game, each player may call a bounty on another player's head. The mage calling this bounty states how many life points a player will receive for killing the target. The bounty can be any amount up to the bounty caller's current amount of life. As payment, the player calling the bounty gives up half that amount (rounded up) from his own life total at the end of the turn in which the target player was terminated.

Let's say Player A calls an 11-point bounty on Player E, and Player D eliminates Player E. After E's death, D will collect the bounty—that is, gain 11 life—and Player A will lose six life. Should A only have four life left upon Player E's death, so be it—Player A dies too. You get two funerals for the price of one.

A few rules affect the collection of bounties. A player may not call a bounty on his own head, nor may he collect on a bounty he himself called. Every player must take one full turn before a bounty can go into effect. If a player dies, the bounty she called is null and void. No one gets any life when a player runs out of cards—even when he's Millstoned to death—and no one gets any life when a player dies paying off a bounty.

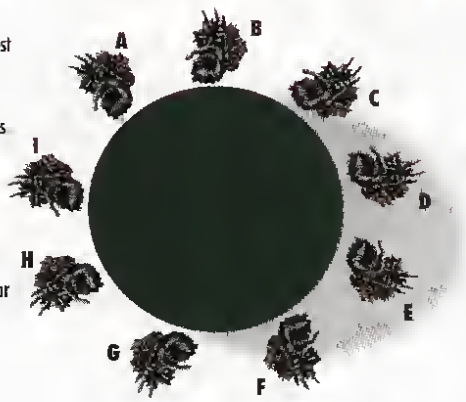
But just to make life (and death) a little more interesting, there's an *automatic* bounty of five life on everyone's head above and beyond any other bounties called. Anyone can collect on this bounty at any time, except when a player runs out of cards or dies paying off a bounty.

By Wil Chase · Photo by Harry Peterson

When a player is eliminated from play, all his permanents go with him, including the Angry Mob on the other side of the board. All permanents leave play, for purposes of timing, at the exact moment of their owner's death. As in regular *Magic*, death occurs at the end of a phase of play—untap, upkeep, attack, or casting.

GAME DIAGRAM

The Dark Melee is the most ruthless of *Magic* variants. Here's a nine-player seating arrangement for the game.



Bounties are collected at the same time as a player's death—but, as with upkeep, "death effects" can happen in any order the players involved desire. If you suffer lethal damage during, say, your casting phase, and manage to kill a neighbor during the same phase, you'll survive as long as the life you receive is greater than the damage you took.

After—and only after—a turn in which a player dies, the circle collapses and the spheres of influence adjust. For example, the turn after Player G dies, Player F may affect Player H with spells and creatures, and vice versa. But Player F cannot attack and kill Player G with a creature, then blow up Player H with a Fireball on the same turn.

Strategy: Dark Melee decks may contain only cards from the Fourth (or Revised) Edition and *The Dark*. This should level the playing field somewhat, preventing the collector extraordinaire (aka that bastard) from using four Time Walks and Ifh-Biff Efreets. It also keeps the game in the right mood—dark and foreboding!

Put a great deal of thought into calling your bounty for the game. Use it to eliminate a potential threat to your victory. It can shift the undesired attentions of a killer deck from you toward his *other* neighbor. You may want to use it to sow discord within a powerful alliance, or to endanger a possible future rival across the table. The bounty can be a very dangerous thing, if used properly.

It can also lead to the few cases where you'll ever see mercy and valor in a Dark Melee. If the bounty on Player D hasn't yet gone into effect, Player C may selflessly stave off Player E's attacks on D, only to cut him down minutes later when she can collect. If player B called the bounty but is near death herself, C might preserve her just long enough to kill D and suck out B's last life in bounty payment.

Conversely, you may set your sights on the player calling a bounty on you—or on the quickest path to that player. After all, you're a lot less appetizing to others without that 10-point bounty hanging over your head.

There are two basic deck strategies: surviving and slaughtering.

The first strategy, surviving, is based on the premise that you can and will shut down any enemy that gets near you. If you continually Circle away damage, or erect a wall of expendable weenies, your opponents should eventually look to greener pastures. White and green are admirably suited to this style of play.

Another good survivor is the stasis deck. This can completely shut down both your opponents, making them easier prey for *their* enemies. Even so, no one may be willing to kill your opponents for fear of falling into your dreaded stasis sphere!

Survival decks, however, have one major disadvantage: people hate them. A lot. With a passion. If you're playing a good survival deck, expect a multiplayer bounty to be levied on your head. But that should be no problem for a mage walled up behind flying swords, walls of stone, and stasis fields—right?

The other very effective strategy is to lay waste to everything and everybody around you. Use direct damage and landwalkers to slam your opponents before they get a chance to defend themselves. The obvious color choices for these decks are red and black.

The only major weakness of a killer deck is premature burnout. Don't waste all of your direct damage on one opponent. Have some muscle, in the form of Shivan Dragons or Giant Sharks, to supplement your Fireballs.

Killer decks make perfect bounty hunters. By collecting, you may well rack up enough life to give even the survivalists reason to pause. Few will be foolhardy or suicidal enough—or able!—to interfere with you.

There are some very effective melee cards within *The Dark*. With Inferno, you may be able to clear out both of your opponents in one fell swoop. Preacher is very good offensively. Snag one of your opponent's creatures and use it against her. She'll either take damage from it or block it and probably kill it. When it dies, grab another!

By the same token, Witch Hunter is a very effective defensive card. Nasty little Shivan bothering you? Unsummon it! Cleansing, which destroys all land unless the owner pays one life per land they want to save, is surprisingly effective in a Dark Melee. A White armada deck can quickly field an army of creatures, then employ Cleansing, which will either cripple your rivals' mana supplies or hurt their life totals.

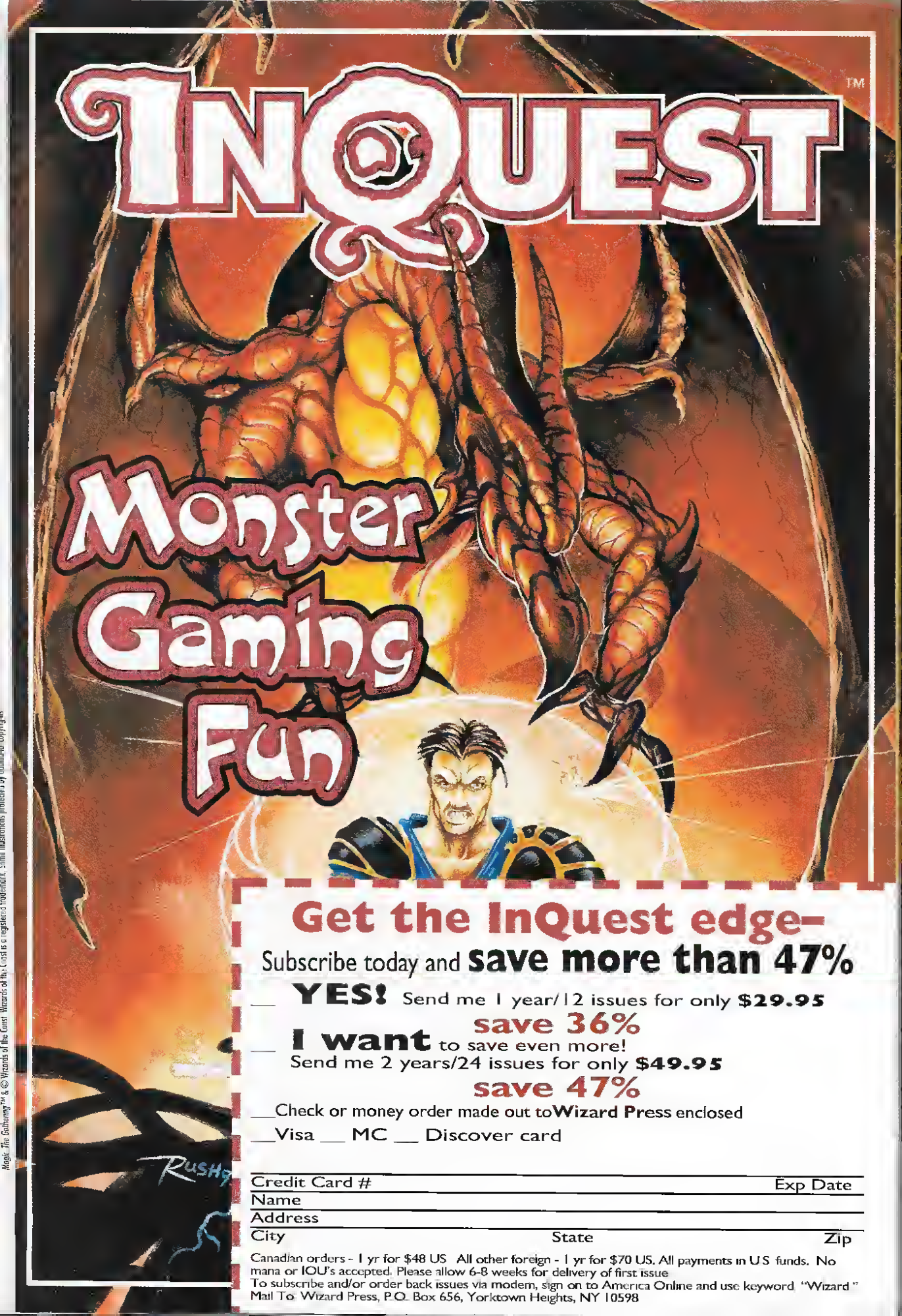
And who could ever forget the wonderful Merfolk Assassin-War Barge combo? Give something islandwalk, then kill it. War Barge can also be removed from play with a Disenchant or Shatter, thus burying all the creatures to which it gave islandwalk.

When building your melee deck, it's usually a good idea to surpass the 60-card minimum. Even though your deck might be less focused, you'll put off the embarrassing prospect of running out of cards.

Ending the Game: The game ends, of course, when there is but one player left remaining. This is the Dark Mage: the player who has lied, betrayed, and instigated most successfully. When playing in a Dark Melee, it pays to be evil. After all, your cards are!

Will Chase is pursuing a doctorate in thaumaturgy at Miskatonik University.

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THE PRICE OF COMPETITION

By Jeff Hannus

I've been buying and playing *Magic: The Gathering* for two years now, and my experience has shown me that the two most important factors in determining a card's price are usefulness and availability. (OK, so it doesn't take a genius to figure that out.) However, in *Magic*, there's a third factor that's had a rather significant impact on the market.

The deck restrictions set by Wizards of the Coast's Duelists' Convocation have pretty much become the law in most play groups. For example, few people use more than one Demonic Tutor or Regrowth, even when they have several. Why? Because that's what the Convocation has decided is fair for tournament play. Even in casual play, gamers tend to stick to those guidelines. If they don't, they're usually shunned by other players.

As a result, many card prices have been affected by the Convocation's decisions—especially the cards on the banned list. Time Vault is easily one of the most powerful cards in the original set, but its $40-$50 price tag is significantly lower than that of other key out-of-prints (OOPs). People aren't willing to shell out the big bucks for a Time Vault because they know they can't use it in a tournament, and a lot of people won't even let you play with one outside of a tourney.



Restricted by the Duelists' Convocation. Removed from the Fourth Edition. Reviled by fundamentalists. Will Demonic Tutor's troubles ever end?

Banned!

That's why news like Wizards of the Coast's new tournament format (see News & Notes, starting on page 15, for more details) shakes up the market so. The Type 1.5 format, an experimental one introduced recently at AndCon '95, is the same as Type I, except it moves some cards from the restricted to the banned list, and it restricts some *Ice Age* cards.

Richard Garfield has said that he doesn't like the effect cards like the Moxes have had on tournaments. Now it looks like Wizards of the Coast is doing something about it.

Although this tournament is billed as purely experimental, should this format eclipse the regular Type I format, the impact on the high-priced card market would be staggering.

If that's the case, people won't be willing to shell out $700 for a set of Moxes and a Lotus. The *Magic* card market is dominated by players, not collectors. Although there will still be plenty of interest in the banned OOPs, their value will certainly not go up. More likely, their price tags will drop.

Of course, it's difficult to tell how significant the drop-off will be. Because they're so powerful and can still be used in casual play, banned cards like Time Walk ($90-$125) and Ancestral Recall ($45-$70) should still fetch some interest.

"Sorry, One Per Customer"

On the flip side of the coin, cards that are restricted tend to rocket in value. Compare Jihad ($25-$40) and Ali from Cairo ($60-$75) from the *Arabian Nights* expansion set. Both are popular Type I tournament cards, but Ali is worth significantly more. A lot of this has to do with the novelty of the card, but its spot on the restricted list has also helped bolster its price.

If you can only have one of a certain card in your deck, it's probably more worthwhile to go after it than to try and pick up four of an equally rare card. People tend to feel that if a card is restricted, it's got to be good. They're usually right.

The restricting of certain cards can have a broad-reaching effect on the prices of other cards as well. Just take a look at what happened when Balance was restricted. Suddenly, it became much more difficult to build a killer black/white discard deck. Granted, the discard deck is still pretty popular, but not as much as it used to be. As a result, Fourth Edition Mind Twists have dropped to the $3-$4 range.

When Fork was added to the restricted

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list and then removed from the basic set, its price began to soar. Now fetching $15-$25, Fork has become a card that everyone wants to have.

"I'll Take Four, Please"

Still, there are some unrestricted cards for which people are willing to shell out a hefty amount of cash. Due to its incredible usefulness in a fast tournament deck, Juzam Djinn commands a healthy sum ($35-$60). The Juzam is less useful in a casual deck where speed isn't as important, but its tournament popularity has made it one of the most valuable cards from *Arabian Nights*.

Similarly, with a price tag of $3, Chain Lightning is hardly a card that people go out of their way to acquire for casual play. However, in a tournament deck, this *Legends* common can provide added punch to four Lightning Bolts. This popularity within the tournament setting has made Chain Lightning a sought-after card, even though it's less versatile than Lightning Bolt.

Of all the unrestricted cards, perhaps few have found as much market activity as the 10 dual lands that were scratched in Fourth Edition ($10-$20). One of the most important aspects of a successful tournament library is variety, and three- or four-color decks offer much more variety than mono- or bicolor decks.

In order for a multicolor deck to work reliably, it virtually requires some sort of special land. Far superior to *Ice Age*'s duals, the original dual lands have been highly sought-after for tournament play. As long as there are Type I tournaments, expect these lands to fetch a high price.

Looking Ahead

So what does the future look like? Look for new restrictions to give a continued boost to some of the more popular *Ice Age* cards. The Jester's Cap and Zuran Orb are two cards that fit in just about any Type II tournament deck. Anybody serious about competing in a tourney will want to pick up one of each.



What do these two cards have in common?

Nothing. We just stick 'em here.

With land destruction now a feasible option for Type II tourneys, Icequake ($2.50-$3.50) and Thermokarst ($2.25-$3) should see some significant activity. Zur's Weirding ($6-$10) is another card that could catch on in tournaments. If people start loading them into their decks, it may find its way onto the restricted list. If this happens, the card's value is sure to go up.

Which brings us back to the new *Magic* tournament. Enduring Renewal, Jester's Cap, Jester's Mask, Zur's Weirding, and Zuran Orb are the first *Ice Age* cards to be restricted, even if it is only for the Type 1.5 tourney. Will their prices hold steady, or will an increased demand for them push up their values?

And are Type I tournaments as we know them doomed? Only time will tell for sure. But right now, the future of the Duelist's Convocation's longest-standing tournament format looks to be in serious jeopardy. *Magic* players and collectors everywhere should watch with interest.

Jeff Hannes won't sell his cards to the black market unless the Mafia threatens to feed him 80 lbs. of Taco Bell burritos.

UNTAPPED POTENTIAL

Card: Ritual of Subdual
Set: *Ice Age*
Current Value: $5-$8
Rarity: Rare



Of the four cards in *Ice Age* that screw with the mana everyone's lands produce, Ritual of Subdual is easily the most powerful. (Infernal Darkness, Naked Singularity, and Reality Twist are the others.) When you play the Ritual, there are no ifs, ands, or buts about it: all of your opponent's lands become colorless. With the other cards, there's a chance that your opponent will still get some color mana that he can use. With the Ritual, he gets nothing.

And you? Well, you don't get anything either. However, since you're using green, there are a multitude of creatures that can provide you with colored mana: Llanowar Elves, Fyndhorn Elder, Birds of Paradise, and Elves of Deep Shadow, to name a few.

The Ritual's upkeep is also much easier to deal with than those of other mana-screwing enchantments. Two colorless, cumulative. That's it. No fuss over finding the right color or spending life.

In the right deck, the Ritual of Subdual can be a powerful tool. Don't be surprised if you see a few floating around in tournaments.

InQUEST®

CONSUMER SURVEY

Hey—you with the mana birds!

Hey... you with the mana birds!
We wanna know all about you. And since the hidden cameras we installed in your bathroom are on the fritz, we figured we'd have you fill out this survey thing. So take five minutes outta your day, fill this thing out, and feel better for it.

And hey—the first 50 questionnaires we get back will receive a pack of *Magic: The Gathering Ice Age* cards and a double pack of *Hyborian Gates* starter decks!

1. Why do you purchase collectible card games?
- ❑ A) To play
- ❑ B) To collect
- ❑ C) To play and collect
- ❑ D) Other (please specify)

2. How long have you been playing card games?
- ❑ A) Less than six months
- ❑ B) Six months to one year
- ❑ C) One to two years
- ❑ D) Two years or more

3. O.J.: guilty or innocent?
- ❑ A) Guilty
- ❑ B) Innocent
- ❑ C) Don't care, but I'd like to give Kato Kaelin a kidney punch

4. What else do you collect? (Check all that apply)
- ❑ A) Sports cards
- ❑ B) Comic/entertainment cards
- ❑ C) Comics

5. What kind of gamer do you consider yourself?
- ❑ A) A hard-core gamer ("Hey, sleep is for wussies—we're playing through the crack of dawn!")
- ❑ B) An occasional player ("Free pizza and nothing on cable—I'm in!")
- ❑ C) Interested in this new phenomenon ("I always liked Poker.")
- ❑ D) Just kind of curious ("It beats bowling.")

6. Aside from card games, what other fantasy games do you play? (Check all that apply)
- ❑ A) *AD&D*
- ❑ B) *Vampire*
- ❑ C) *Rifts*
- ❑ D) *Everway*
- ❑ E) Other (please specify)
- ❑ F) None

7. Which, if any, of the following cards games do you own? (Check all that apply)
- ❑ A) *Hyborian Gates*
- ❑ B) *Illuminati: New World Order*
- ❑ C) *Magic: The Gathering*
- ❑ D) *OverPower*
- ❑ E) *Rage*
- ❑ F) *Shadowfist*
- ❑ G) *Star Trek: The Next Generation*
- ❑ H) *Vampire: The Eternal Struggle*
- ❑ I) Other (please specify)

8. If you collect gaming cards, how many cards do you own?
- ❑ A) 100 to 500
- ❑ B) 501 to 1,000
- ❑ C) 1,001 to 1,500
- ❑ D) 1,501 to 2,500
- ❑ E) A heckuva lot more than 2,500

9. What type of card game interests you the most?
- ❑ A) Fantasy-based
- ❑ B) Comic-based
- ❑ C) Sports-based
- ❑ D) Entertainment-based

10 Where do you buy your card games? (Check all that apply)
- ❑ A) Bookstore
- ❑ B) Comic shop
- ❑ C) Convenience store
- ❑ D) Drugstore
- ❑ E) Hobby or gaming store
- ❑ F) Mail order
- ❑ G) Mass merchant (Kmart, etc.)
- ❑ H) Supermarket
- ❑ I) Trading card store

11 To what do you attribute the odd behavior them Republicans have been demonstrating in Congress?
- ❑ A) Evil hypno-ray from orbiting Democratic space station
- ❑ B) Cheese
- ❑ C) They're Republicans. They always act weird.

12 Do you play video games?
- ❑ A) Yes
- ❑ B) No

13. If you answered *yes*, which types of video games do you play? (Check all that apply)
- ❑ A) Fantasy/RPG
- ❑ B) Action/adventure
- ❑ C) Sports-related
- ❑ D) Comic-related
- ❑ E) Fighting

14. Do you own a computer?
- ❑ A) Yes — with CD-ROM
- ❑ B) Yes — no CD-ROM
- ❑ C) No

15 If you answered *yes*, which of the following do you use it for?
- ❑ A) Entertainment/games
- ❑ B) On-line services
- ❑ C) School work/home use
- ❑ D) Business
- ❑ E) Other (please specify)

16. Where did you buy this magazine?
- ❑ A) In a comic store
- ❑ B) In a hobby or gaming store
- ❑ C) In a toy store
- ❑ D) Other (please specify)

17. Which of these following magazines do you read regularly? (Check all that apply)
- ❑ A) *Conjure*
- ❑ B) *Dragon*
- ❑ C) *Duelist*
- ❑ D) *EGM*
- ❑ E) *Game Pro*
- ❑ F) *Rolling Stone*
- ❑ G) *Scrye*
- ❑ H) *Spin*
- ❑ I) *Ventura*
- ❑ J) *Wizard: The Guide to Comics*

18. Would you recommend *InQuest* to a friend?
- ❑ A) Yes
- ❑ B) No

19. With how many friends do you share your copy of *InQuest*?
- ❑ A) None
- ❑ B) One
- ❑ C) Two
- ❑ D) Three
- ❑ E) More (please specify)

20 What is proper *Magic* etiquette when you are Channel/Firebailed out of the game on the first turn?
- ❑ A) Leaping across the table, pinning your opponent to the ground, and slowly pushing his eyes in with your thumbs
- ❑ B) Smashing him across the head with your *Magic* binder, and, while he's stunned, seeing how many life counters you can jam in his butt
- ❑ C) Knocking him back, sitting on his chest, and force-feeding him six pounds of horse laxative. Then waiting.

You're just about done. All you gotta do now is fold this thing up, cram it in an envelope, and ship this baby out to:

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Address _____

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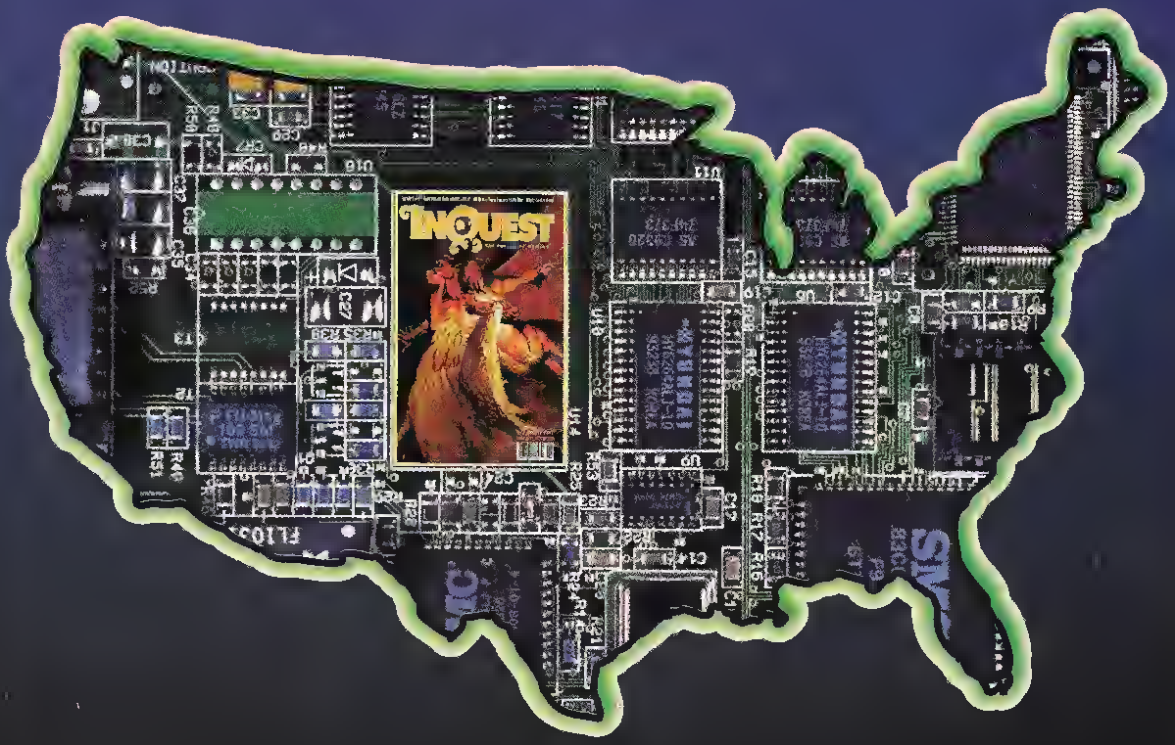
Who's your favorite fictional character of all time? _____

WHO ARE YOU?

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Special thanks to CARDZ for supplying us with them neat *Hyborian Gates* decks. You guys are cool!

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GUIDELINES

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked...
One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

Mint (MT): Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle, and free of printer's marks. The colors are razor sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (Nr-Mint): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

Good (GD): A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

Fair: Boy, if you thought Good cards were bad, you ain't seen nothing yet. Fair cards contain holes, tears, stains, water damage and everything else under the sun. These cards, too, are not tournament legal and look like they went through the wash in your jeans. Fair cards sell for five to 15 percent of price guide listings. (Which would make a Fair Wall of Wood, like, negative six bucks.)

Poor: OK, let's get one thing straight. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Poor cards sell for less than five percent of price guide listings (i.e. they suck).

About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it. A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the *InQuest* Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

All cards have their color designations to the left of the card name.



How to use the *InQuest* CCG Price Guide

In this example, **Doomtrooper** is the name of the game, **Heartbreaker** is the name of the manufacturer, and **inquisition** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A — indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.



Price Guide Contributors

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INQUEST price guide

ALPHA LIMITED

WIZARDS OF THE COAST 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	$2 800.00	3,400.00
Starter Deck (60 cards)	200.00	250.00
Starter Box (10 decks)	1,900.00	2,500.00
Booster Pack (15 cards)	90.00	110.00
Booster Box (36 packs)	3,200.00	3,700.00

Air Elemental	2.50	3.50
Ancestral Recall	80.00	125.00
Animate Artifact	1.50	2.50
Animate Dead	1.50	2.50
Animate Wall	5.00	8.00
Ankh of Mishra	5.00	8.00
Armageddon	8.00	12.00
Aspect of Wolf	8.00	12.00
Bad Moon	8.00	12.00
Badlands	25.00	40.00
Balance	7.00	10.00
Basalt Monolith	3.25	4.00
Bayou	25.00	40.00
Benalish Hero	.75	1.50
Berserk	35.00	55.00
Birds of Paradise	12.00	15.00
Black Knight	3.50	5.00
Black Lotus	250.00	350.00
Black Vise	3.25	4.00
Black Ward	.75	1.50
Blaze of Glory	55.00	75.00
Blessing	8.00	10.00
Blue Elemental Blast	.75	1.50
Blue Ward	.75	1.50
Bog Wraith	2.50	3.50
Braingeyser	18.00	25.00
Burrowing	1.50	2.50
Camouflage	15.00	20.00
Castle	3.50	5.00
Celestial Prism	1.50	2.50
Channel	1.50	2.50
Chaos Orb	100.00	125.00
Chaoslace	4.00	6.00
Circle of Protection: Blue	.75	1.50
Circle of Protection: Green	.75	1.50
Circle of Protection: Red	.75	1.50
Circle of Protection: White	.75	1.50
Clockwork Beast	7.00	10.00
Clone	12.00	18.00
Cockatrice	12.00	18.00
Consecrate Land	18.00	25.00
Conservator	.75	1.50
Contract from Below	7.00	10.00
Control Magic	4.00	6.00
Conversion	3.50	5.00
Copper Tablet	12.00	18.00
Copy Artifact	10.00	15.00
Counterspell	3.50	5.00
Creature Bond	.75	1.50
Crow Wiram	.75	1.50
Crusade	8.00	12.00
Crystal Rod	.75	1.50
Cursed Land	.75	1.50
Cyclopean Tomb	90.00	125.00
Dark Ritual	.75	1.50
Darkpact	6.00	10.00
Death Ward	.75	1.50
Deathgrip	1.50	2.50
Deathlace	4.00	6.00
Demonic Attorney	8.00	12.00
Demonic Hordes	20.00	30.00
Demonic Tutor	15.00	20.00
Dingus Egg	8.00	15.00
Disenchant	.75	1.50
Disintegrate	.75	1.50
Disrupting Scepter	6.00	10.00
Dragon Whelp	4.00	6.00
Drain Life	.75	1.50
Drain Power	8.00	12.00
Drudge Skeletons	.75	1.50
Dwarven Demolition Team	15.00	20.00
Dwarven Warriors	.75	1.50
Earth Elemental	3.50	5.00
Earthbind	2.25	3.00
Earthquake	7.00	10.00
Elvish Archers	6.00	10.00
Evil Presence	1.50	2.50
False Orders	7.00	10.00
Farmstead	10.00	15.00
Fastbond	12.00	15.00
Fear	.75	1.50
Feedback	.75	1.50
Fire Elemental	2.50	3.50
Fireball	.75	1.50
Firebreathing	.75	1.50
Flashfires	1.50	2.50
Flight	.75	1.50
Fog	.75	1.50
Force of Nature	18.00	25.00
Forcefield	125.00	175.00
Forest	.35	.75
Fork	35.00	45.00



TOP TEN HOTTEST CARDS

10) Argivian Archaeologist

Thanks to the Archaeologist, who brings artifacts from your graveyard to your hand, you can recycle all the nasty *Chronicles* and *Ice Age* artifacts that you must sacrifice to use.

Frozen Shade	.75	1.50
Fungusaur	6.00	12.00
Gaea's Liege	15.00	20.00
Gauntlet of Might	110.00	160.00
Giant Growth	.75	1.50
Giant Spider	.75	1.50
Glasses of Urza	1.50	2.50
Gloom	1.50	2.50
Goblin Balloon Brigade	1.50	2.50
Goblin King	15.00	20.00
Granite Gargoyle	18.00	25.00
Gray Ogre	.75	1.50
Green Ward	.75	1.50
Guardian Angel	2.25	3.00
Grizzly Bears	.75	1.50
Healing Salve	.75	1.50
Helm of Chatzuk	6.00	10.00
Hill Giant	.75	1.50
Hive, The	8.00	12.00
Holy Armor	.75	1.50
Holy Strength	.75	1.50
Howl from Beyond	.75	1.50
Howling Mine	10.00	15.00
Hurloon Minotaur	.75	1.50
Hurricane	1.50	2.50
Hypnotic Specter	4.00	6.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	65.00
Illusionary Mask	70.00	90.00
Instill Energy	1.50	2.50
Invisibility	8.00	15.00
Iron Star	.75	1.50
Ironclaw Orcs	1.25	2.00
Ironroot Treefolk	.75	1.50
Island (Dark Blue Sky)	.60	1.00
Island	.35	.75
Island Sanctuary	7.00	10.00
Ivory Cup	.75	1.50
Jade Monolith	3.50	5.00
Jade Statue	18.00	25.00
Jayemdae Tome	6.00	10.00
Juggernaut	10.00	15.00
Jump	.75	1.50
Karma	1.50	2.50
Kelden Warlord	4.00	6.00
Kormus Bell	5.00	8.00
Kudzu	10.00	15.00
Lance	3.25	4.00
Ley Druid	1.50	2.50
Library of Lang	1.50	2.50
Lich	70.00	100.00
Lifeforce	1.50	2.50
Lifelace	4.00	6.00
Lifetap	1.50	2.50
Lightning Bolt	.75	1.50
Living Artifact	7.00	10.00
Living Lands	6.00	10.00
Living Wall	3.25	4.00
Llanowar Elves	.75	1.50
Lord of Atlantis	12.00	18.00
Lord of the Pit	15.00	20.00
Lure	1.50	2.50
Magical Hack	10.00	15.00
Mahamoti Djinn	12.00	15.00
Mana Flare	8.00	12.00
Mana Short	6.00	10.00
Mana Vault	6.00	10.00
Manabarbs	6.00	10.00
Meekstone	7.00	10.00
Mesa Pegasus	.75	1.50
Merfolk of the Pearl Trident	.75	1.50
Mind Twist	8.00	12.00
Mons's Goblin Raiders	.75	1.50
Mountain	.35	.75
Mox Emerald	150.00	225.00
Mox Jet	150.00	225.00
Mox Pearl	150.00	225.00
Mox Ruby	150.00	225.00
Mox Sapphire	150.00	225.00
Natural Selection	50.00	60.00
Nether Shadow	7.00	10.00
Nether Imp	7.00	10.00
Nevinyrral's Disk	7.00	10.00
Nightmare	20.00	30.00
Northern Paladin	15.00	20.00
Obsianus Golem	1.50	2.50
Orcish Artillery	2.50	3.50
Orcish Oriflamme	10.00	20.00
Paralyze	.75	1.50
Pearled Unicorn	.75	1.50
Personal Incarnation	10.00	15.00
Pestilence	.75	1.50
Phantasmal Forces	1.50	2.50
Phantasmal Terrain	.75	1.50
Phantom Monster	1.50	2.50
Pirate Ship	6.00	10.00
Plague Rats	.75	1.50
Plains	.35	.75
Plateau	25.00	40.00
Power Leak	.75	1.50
Power Sink	.75	1.50
Power Surge	7.00	10.00
Prodigal Sorcerer	.75	1.50
Psionic Blast	18.00	25.00
Psychic Venom	.75	1.50
Purelace	4.00	6.00
Raging River	55.00	75.00
Raise Dead	.75	1.50
Red Elemental Blast	.75	1.50
Red Ward	.75	1.50
Regeneration	.75	1.50
Regrowth	8.00	12.00
Resurrection	3.50	5.00
Reverse Damage	10.00	15.00
Righteousness	8.00	12.00
Roc of Kher Ridges	15.00	20.00
Rock Hydra	25.00	35.00
Rod of Ruin	1.50	2.50
Royal Assassin	25.00	35.00
Scathe	3.25	4.00
Samite Healer	.75	1.50
Savannah	25.00	40.00
Savannah Lions	7.00	10.00
Scathe Zombies	.75	1.50
Scavenging Ghoul	1.50	2.50
Scrubland	25.00	40.00
Scryb Sprites	.75	1.50
Sea Serpent	.75	1.50
Sedge Troll	15.00	20.00
Sengir Vampire	7.00	10.00
Serra Angel	8.00	15.00
Shanodin Dryads	.75	1.50
Shatter	.75	1.50
Shivan Dragon	25.00	35.00
Simulacrum	1.50	2.00
Sinkhole	10.00	15.00
Siren's Call	2.50	3.50
Sleight of Mind	7.00	10.00
Smoke	6.00	10.00
Sol Ring	10.00	15.00
Soul Net	1.50	2.50
Spell Blast	.75	1.50
Stasis	6.00	10.00
Steal Artifact	1.50	2.50
Stone Giant	1.50	2.50
Stone Rain	.75	1.50
Stream of Life	.75	1.50
Sunglasses of Urza	8.00	12.00
Swamp	.35	.75
Swords to Plowshares	2.50	3.50
Taiga	25.00	40.00
Tanoi	.75	1.50
Thicket Basilisk	4.00	6.00
Thoughtlace	4.00	6.00
Throne of Bone	.75	1.50
Timber Wolves	6.00	10.00
Time Vault	60.00	80.00
Time Walk	170.00	225.00
Timerwaster	90.00	120.00
Tranquility	.75	1.50
Tropical Island	25.00	40.00
Tsunami	1.50	2.50
Tundra	25.00	40.00
Tunnel	.75	1.50
Twiddle	4.00	6.00
Two-Headed Giant of Foriys	70.00	80.00
Underground Sea	25.00	40.00
Unholy Strength	.75	1.50
Unsummon	.75	1.50
Uthden Troll	3.50	5.00
Verduran Enchantress	8.00	12.00
Vesuvan Doppelganger	35.00	50.00
Veteran Bodyguard	20.00	25.00
Volcanic Eruption	8.00	12.00
Wall of Air	1.50	2.50
Wall of Bone	1.50	2.50
Wall of Brambles	1.50	2.50
Wall of Fire	1.50	2.50
Wall of Ice	1.50	2.50
Wall of Stone	1.50	2.50
Wall of Swords	3.50	5.00
Wall of Water	.75	1.50
Wall of Wood	.75	1.50
Wanderlust	1.50	2.50
War Mammoth	.75	1.50
Warp Artifact	6.00	10.00
Water Elemental	2.50	3.50
Weakness	.75	1.50
Web	6.00	10.00
Wheel of Fortune	15.00	20.00
White Knight	3.50	5.00
White Ward	.75	1.50
Wild Growth	.75	1.50
Will-O-The-Wisp	10.00	15.00
Winter Orb	6.00	10.00
Wooden Sphere	.75	1.50
Word of Command	80.00	110.00
Wrath of God	8.00	12.00
Zombie Master	8.00	12.00

BETA LIMITED

WIZARDS OF THE COAST 1993

Beta cards have rounded corners and are black-bordered

Full Set (302 cards)	$2,100.00	2,600.00
Starter Deck (60 cards)	150.00	175.00
Starter Box (10 decks)	1,400.00	1,750.00
Booster Pack (15 cards)	65.00	85.00
Booster Box (36 packs)	2 300.00	2,800.00

Air Elemental	2.25	3.00
Ancestral Recall	70.00	110.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	3.50	5.00
Ankh of Mishra	4.00	6.00
Armageddon	6.00	10.00
Aspect of Wolf	7.00	10.00
Bad Moon	7.00	10.00
Badlands	20.00	35.00
Balance	5.00	8.00
Basalt Monolith	2.50	3.50
Bayou	20.00	35.00
Benalish Hero	.75	1.50
Berserk	30.00	40.00
Birds of Paradise	10.00	15.00
Black Knight	3.25	4.00
Black Lotus	200.00	250.00
Black Vise	2.50	3.50

IQ price guide

❑	Black Ward	75	1 50
❑	Blaze of Glory	45 00	65 00
❑	Blessing	7 00	10 00
■	Blue Elemental Blast	75	1 50
❑	Blue Ward	75	1 50
■	Bog Wraith	2.25	3 00
■	Braingeyser	15 00	20 00
■	Burrowing	1 25	2.00
■	Camouflage	12 00	18 00
❑	Castle	3.25	4.00
▩	Celestial Prism	1 25	2.00
■	Channel	1 25	2.00
▩	Chaos Orb	95 00	100.00
■	Chaoslace	3 25	4.00
❑	Circle of Protection: Black	75.	1 50
❑	Circle of Protection: Blue	75	1.50
❑	Circle of Protection: Green	75	1 50
❑	Circle of Protection: Red	75	. 1 50
❑	Circle of Protection: White	75	1 50
■	Clone	10 00	15.00
▩	Clockwork Beast	5 00	8.00
■	Cockatrice	10 00	15.00
❑	Consecrate Land	8 00	12 00
▩	Conservator	75	1 50
■	Contract from Below	6 00	10 00
■	Control Magic	3 25	4 00
■	Conversion	3 25	4 00
▩	Copper Tablet	10.00	15 00
■	Copy Artifact	8.00	12 00
■	Counterspell	2 50	3 50
■	Crow Wurm	.75	1 50
■	Creature Bond	75	1.50
❑	Crusade	7 00	10 00
▩	Crystal Rod	75	1 50
■	Cursed Land	75	1 50
▩	Cyclopean Tomb	70.00	110 00
■	Dark Ritual	75	1 50
■	Darkpact	5 00	8 00
❑	Death Ward	75.	1.50
■	Deathgrip	1 25	2.00
■	Deathlace	3 25	4.00
■	Demonic Attorney	7 00	10 00
■	Demonic Hordes	18 00	25 00
■	Demonic Tutor	12 00	18 00
▩	Dingus Egg	8 00	12.00
❑	Disenchant	75	1 50
■	Disintegrate	75	1 50
▩	Disrupting Scepter	5 00	8 00
■	Dragon Whelp	3 25	4.00
■	Drain Life	75	1.50
■	Drain Power	6 00	10.00
■	Drudge Skeletons	.75	1 50
■	Dwarven Demolition Team	12 00	18 00
■	Dwarven Warriors	75	1 50
■	Earth Elemental	3 25	4 00
■	Earthbind	1 50	2 50
■	Earthquake	5.00	8 00
■	Elvish Archers	4 00	6 00
■	Evil Presence	1 25	2 00
■	False Orders	5 00	8 00
❑	Farmstead	8 00	12 00
■	Fastbond	10.00	15 00
■	Fear	75	1 50
■	Feedback	75	1 50
■	Fire Elemental	2.25	3 00
■	Fireball	75	1 50
■	Firebreathing	75	1 50
■	Flashfires	1 25	2 00
■	Flight	75	1 50
■	Fog	75	1 50
■	Force of Nature	15 00	20.00
▩	Forcefield	90 00	150.00
■	Forest	20	.40
■	Fork	30 00	40.00
■	Frozen Shade	75	1 50
■	Fungusaur	5 00	8 00
■	Gaea's Liege	12 00	18 00
▩	Gauntlet of Might	90 00	135.00
■	Giant Growth	75	1 50
■	Giant Spider	75	. 1 50
▩	Glasses of Urza	1 25.	2 00
■	Gloom	1 25	2 00
■	Goblin Balloon Brigade	1 25	2 00
■	Goblin King	12 00	18 00
■	Granite Gargoyle	15 00	20 00
■	Gray Ogre	75	1 50
❑	Green Ward	75	1 50
■	Grizzly Bears	.75	1 50
❑	Guardian Angel	1 50	2 50
❑	Healing Salve	75	1 50
▩	Helm of Chatzuk	5 00	8 00
■	Hill Giant	75	1 50
▩	Hive, The	7 00	10 00
❑	Holy Armor	.75	1 50
❑	Holy Strength	75	1 50
■	Howl from Beyond	75	1 50
▩	Howling Mine	8 00	10 00
■	Hurloon Minotaur	75	1 50
■	Hurricane	1 25	2 00
■	Hypnotic Specter	3 25	4 00
■	Ice Storm	15 00	20 00
▩	Icy Manipulator	25 00	45 00
▩	Illusionary Mask	50 00	75 00
■	Instill Energy	1 25	2.00
■	Invisibility	8 00	12.00
▩	Iron Star	75	1 50
■	Ironclaw Orcs	75	1.50
■	Ironroot Treefolk	75	1 50
▩	Island (Dark Blue Sky)	30	.60
▩	Island	20	40
❑	Island Sanctuary	6 00	10.00
▩	Ivory Cup	75	1 50
▩	Jade Monolith	3 25	4.00
▩	Jade Statue	15 00	20 00
▩	Jayemdae Tome	5 00	8 00
▩	Juggernaut	8 00	12 00
■	Jump	.75	1.50
❑	Karma	1 50	2.50
■	Kaldon Warlord	3 25	4 00
▩	Karmus Ball	4.00	6 00
■	Kudzu	8.00	12 00
❑	Lance	2.25	3 00
■	Ley Druid	1.25	2 00
▩	Library of Leng	1.25	2 00
■	Lich	60.00	80 00
■	Lifeforce	1.25	2 00
■	Lifelace	3.25	4 00
■	Lifetap	1.25	2 00
■	Lightning Bolt	.75	1 50
■	Living Artifact	6 00	10 00
■	Living Lands	4.00	6 00
▩	Living Wall	2 50	3 50
■	Llanowar Elves	.75	1 50
■	Lord of Atlantis	10 00	15 00
■	Lord of the Pit	12 00	18.00
■	Lure	1 25	2 00
■	Magical Hack	8 00	12.00
■	Mahamoti Djinn	10 00	15.00
■	Manabarbs	4 00	6 00
■	Mana Flare	7 00	10 00
■	Mana Short	4 00	6 00
▩	Mana Vault	4 00	6 00
▩	Meekstone	5 00	8 00
■	Merfolk of the Pearl Trident	75	1 50
❑	Mesa Pegasus	75	1.50
■	Mind Twist	6 00	10.00
■	Mons's Goblin Raiders	75	1 50
■	Mountain	20	40
▩	Mox Emerald	125 00	175 00
▩	Mox Jet	125 00	175 00
▩	Mox Pearl	125 00	175 00
▩	Mox Ruby	125 00	175 00
▩	Mox Sapphire	125 00	175 00
■	Natural Selection	40 00	50 00
■	Nether Shadow	6 00	10 00
■	Netting Imp	5 00	8 00
■	Nevinyrral's Disk	5 00	8 00
■	Nightmare	18 00	25 00
❑	Northern Paladin	12 00	18 00
▩	Obsidian Golem	1 25	2 00
■	Orcish Artillery	75	1 50
■	Orcish Oriflamme	3.25	4 00
■	Paralyze	75	1 50
❑	Pearled Unicorn	75	1 50
❑	Personal Incarnation	8 00	12 00
■	Pestilence	.75	1 50
■	Phantasmal Forces	1 25	2 00
■	Phantasmal Terrain	.75	1 50
■	Phantom Monster	1 25	2 00
■	Pirate Ship	4 00	6 00
■	Plague Rats	75	1.50
▩	Plains	20	40
▩	Plateau	20 00	35.00
■	Power Leak	75	1.50
■	Power Sink	75	1.50
■	Power Surge	6 00	10 00
■	Prodigal Sorcerer	75	1 50
■	Psionic Blast	15 00	20.00
■	Psychic Venom	75	1 50
■	Purelace	3 25	4.00
■	Raging River	45 00	60.00
■	Rainbow Vale	75	1 50
■	Ray of Command	1 25	2 00
■	Recall	12 00	18 00
■	Reconstruction	1 25	2 00
■	Red Elemental Blast	75	1 50
❑	Red Ward	75	1 50
■	Regeneration	75	1 50
■	Regrowth	6 00	10 00
❑	Resurrection	3 25	4 00
❑	Reverse Damage	8 00	12 00
❑	Righteousness	7 00	10 00
■	Rac of Kher Ridges	12 00	18 00
■	Rock Hydra	20 00	30 00
▩	Rod of Ruin	1 25	2 00
■	Royal Assassin	20.00	30 00
■	Sacrifice	2 50	3 50
❑	Samite Healer	.75	1 50
■	Savannah	20 00	35 00
❑	Savannah Lions	5.00	8 00
■	Scathe Zombies	75	1 50
■	Scavenging Ghoul	1 25	2 00
■	Scrubland	20 00	35 00
■	Scryb Sprites	75	1.50
■	Sea Serpent	.75	1 50
■	Sedge Troll	12 00	15.00
■	Sengir Vampire	5 00	8 00
❑	Serra Angel	8 00	12.00
■	Shanodin Dryads	75	1.50
■	Shatter	75	1 50



TOP TEN HOTTEST CARDS

9) Mana Drain

Three keys to victory: 1) Defense. Counter his clutch plays. 2) Speed. Get mana fast. 3) Keep away from your opponent's noxious odors. Wave Mana Drain around and do all three!

■	Shivan Dragon	20 00	30 00
■	Simulacrum	1 25	2 00
■	Sinkhole	8 00	12.00
■	Siren's Call	2.25	3 00
■	Sleight of Mind	5 00	8 00
■	Smoke	4 00	6 00
▩	Sol Ring	8 00	10 00
▩	Soul Net	1.25	2 00
■	Spell Blast	.75	1 50
■	Stasis	5 00	8 00
■	Steal Artifact	1.25	2 00
■	Stone Giant	1 25	2.00
■	Stone Rain	.75	1 50
■	Stream of Life	75	1 50
▩	Sunglasses of Urza	5 00	8 00
▩	Swamp	20	40
❑	Swords to Plowshares	2 25	3 00
■	Taiga	20 00	35 00
■	Terror	75	1 50
■	Thicket Basilisk	3 25	4 00
■	Thoughtlace	3 25	4 00
▩	Throne of Bone	.75	1 50
■	Timber Wolves	5 00	8 00
▩	Time Vault	55 00	65 00
■	Time Walk	125 00	175 00
■	Timetwister	80 00	110.00
■	Tranquility	.75	1 50
■	Tropical Island	20 00	35 00
■	Tsunami	1 25	2 00
■	Tundra	20 00	35 00
■	Tunnel	75	1 50
■	Twiddle	3 50	5 00
■	Two-Headed Giant of Foriys	50 00	60 00
■	Underground Sea	20 00	35 00
■	Unholy Strength	75	1 50
■	Unsummon	75	1 50
■	Uthden Troll	3 25	4 00
■	Verduran Enchantress	6 00	10.00
■	Vesuvan Doppelganger	25 00	35.00
❑	Veteran Bodyguard	15 00	20 00
■	Volcanic Eruption	6 00	10 00
■	Volcanic Island	20.00	35.00
■	Wall of Air	1 25	2 00
■	Wall of Bone	1.25	2.00
■	Wall of Brambles	1 25	2 00
■	Wall of Fire	1 25	2 00
■	Wall of Ice	1 25	2 00
■	Wall of Stone	1.25	2 00
❑	Wall of Swords	3 25	4 00
■	Wall of Water	.75	1 50
■	Wall of Wood	75	1 50
■	Wanderlust	1 25	2 00
■	War Mammoth	.75	1 50
■	Warp Artifact	5 00	8 00
■	Water Elemental	2 25	3 00
■	Weakness	.75	1 50
■	Web	5 00	8 00
■	Wheel of Fortune	12 00	18 00
❑	White Knight	3 25	4 00
❑	White Ward	75	1 50
■	Wild Growth	75	1 50
■	Will-O'-The-Wisp	8 00	12 00
▩	Winter Orb	5 00	8 00
▩	Wooden Sphere	75	1.50
■	Word of Command	65 00	90 00
❑	Wrath of God	7 00	10.00
■	Zombie Master	6 00	10 00

UNLIMITED EDITION

Wizards of the Coast 1994

Cards are white-bordered, but otherwise identical to Beta cards

Full Set (302 cards)	$1,400 00	1 800.00
Starter Deck (60 cards)	125 00	150 00
Starter Box (10 decks)	1,200.00	1 500.00
Booster Pack (15 cards)	45 00	60 00
Booster Box (36 packs)	1,600.00	2,000 00

■	Air Elemental	1.50	2 50
■	Ancestral Recall	45 00	70 00
■	Animate Artifact	1.25	2 00
■	Animate Dead	1.25	2 00
❑	Animate Wall	3 25	4 00
▩	Ankh of Mishra	3 50	5 00
❑	Armageddon	5 00	8 00
■	Aspect of Wolf	5 00	8 00
■	Bad Moon	5.00	8 00
■	Badlands	18 00	30 00
❑	Balance	4 00	6 00
▩	Basalt Monolith	2 25	3 00
■	Bayou	18 00	30.00
❑	Benalish Hero	1 25	2 00
■	Berserk	20 00	35.00
■	Birds of Paradise	8 00	12.00
■	Black Knight	2 50	3 50
▩	Black Lotus	175 00	225 00
■	Black Vise	2 25	3.00
❑	Black Ward	1 25	2 00
❑	Blaze of Glory	30 00	50.00
❑	Blessing	4 00	6.00
■	Blue Elemental Blast	1 25	2 00
❑	Blue Ward	1 25	2 00
■	Bog Wraith	1 50	2 50
■	Braingeyser	12 00	18 00
■	Burrowing	1.25	2 00
■	Camouflage	10.00	15 00
❑	Castle	2 50	3 50
▩	Celestial Prism	1 25	2 00
■	Channel	1 25	2 00
▩	Chaos Orb	50 00	70 00
■	Chaoslace	2 50	3 50
❑	Circle of Protection: Black	1 25	2 00
❑	Circle of Protection: Blue	1 25	2 00
❑	Circle of Protection: Green	1 25	2 00
❑	Circle of Protection: Red	1 25	2 00
❑	Circle of Protection: White	1 25	2 00
▩	Clockwork Beast	4 00	6 00
■	Clone	8.00	12 00
■	Cockatrice	8 00	12 00
❑	Consecrate Land	10 00	15 00
▩	Conservator	1 25	2 00
■	Contract from Below	5 00	8.00
■	Control Magic	2 50	3 50
❑	Conversion	2 50	3 50
▩	Copper Tablet	7 00	10.00
■	Copy Artifact	6 00	10.00
■	Counterspell	1 50	2 50
■	Crow Wurm	1 25	2 00
■	Creature Bond	1 25	2 00
❑	Crusade	5 00	8 00
▩	Crystal Rod	1 25	2 00
■	Cursed Land	1 25	2 00
▩	Cyclopean Tomb	40 00	70.00
■	Dark Ritual	1 25	2 00

Key: ▩ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

Darkpact	4.00	6.00
Death Ward	1.25	2.00
Deathgrip	1.25	2.00
Deathlace	2.50	3.50
Demonic Attorney	5.00	8.00
Demonic Hordes	15.00	20.00
Demonic Tutor	10.00	15.00
Dingus Egg	6.00	10.00
Disenchant	1.25	2.00
Disintegrate	1.25	2.00
Disrupting Scepter	4.00	6.00
Dragon Whelp	2.50	3.50
Drain Life	1.25	2.00
Drain Power	5.00	8.00
Drudge Skeletons	1.25	2.00
Dwarven Demolition Team	10.00	15.00
Dwarven Warriors	1.25	2.00
Earth Elemental	2.25	3.00
Earthbind	1.25	2.00
Earthquake	4.00	6.00
Elvish Archers	3.50	5.00
Evil Presence	1.25	2.00
False Orders	3.50	5.00
Farmstead	6.00	10.00
Fastbond	8.00	12.00
Fear	1.25	2.00
Feedback	1.25	2.00
Fire Elemental	1.25	2.00
Fireball	1.25	2.00
Firebreathing	1.25	2.00
Fleshfires	1.25	2.00
Flight	1.25	2.00
Fog	1.25	2.00
Force of Nature	10.00	15.00
Forcefield	60.00	90.00
Forest	10	25
Fork	25.00	30.00
Frozen Shade	1.25	2.00
Fungusaur	5.00	8.00
Gaea's Liege	10.00	15.00
Gauntlet of Might	60.00	90.00
Giant Growth	1.25	2.00
Giant Spider	1.25	2.00
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	10.00	15.00
Granite Gargoyle	10.00	15.00
Gray Ogre	1.25	2.00
Green Ward	1.25	2.00
Grizzly Bears	1.25	2.00
Guardian Angel	1.25	2.00
Healing Salve	1.25	2.00
Helm of Chatzuk	4.00	6.00
Hill Giant	1.25	2.00
Hive, The	5.00	8.00
Holy Armor	1.25	2.00
Holy Strength	1.25	2.00
Howl from Beyond	1.25	2.00
Howling Mine	7.00	10.00
Hurloon Minotaur	1.25	2.00
Hurricane	1.25	2.00
Hypnotic Specter	2.50	3.50
Ice Storm	12.00	18.00
Icy Manipulator	15.00	25.00
Illusionary Mask	30.00	45.00
Instill Energy	1.25	2.00
Invisibility	5.00	8.00
Iron Star	1.25	2.00
Ironclaw Orcs	.35	.75
Ironroot Treefolk	1.25	2.00
Island (Dark Blue Sky)	.15	.30
Island	.10	.25
Island Sanctuary	5.00	8.00
Ivory Cup	1.25	2.00
Jade Monolith	2.50	3.50
Jade Statue	10.00	15.00
Jayemdae Tome	4.00	6.00
Juggernaut	6.00	10.00
Jump	1.25	2.00
Karma	1.25	2.00
Keldon Warlord	2.50	3.50
Kormus Bell	3.50	5.00
Kudzu	6.00	10.00
Lance	1.25	2.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	40.00	60.00
Lifeforce	1.25	2.00
Lifelace	2.50	3.50
Lifetap	1.25	2.00
Lightning Bolt	1.25	2.00
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.25	3.00
Llanowar Elves	1.25	2.00
Lord of Atlantis	8.00	12.00
Lord of the Pit	10.00	15.00
Lure	1.25	2.00
Magical Hack	7.00	10.00
Mahamoti Djinn	7.00	10.00
Mana Flare	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manabarbs	3.50	5.00
Meekstone	4.00	6.00
Merfolk of the Pearl Trident	1.25	2.00
Mesa Pegasus	1.25	2.00
Mind Twist	4.00	6.00
Mons's Goblin Raiders	1.25	2.00
Mountain	.10	25
Mox Emerald	100.00	125.00
Mox Jet	100.00	125.00
Mox Pearl	100.00	125.00
Mox Ruby	100.00	125.00
Mox Sapphire	100.00	125.00
Natural Selection	30.00	40.00
Nether Shadow	4.00	6.00
Netfling Imp	4.00	6.00
Nevinyrral's Disk	4.00	6.00
Nightmare	12.00	20.00
Northern Paladin	12.00	18.00
Obsianus Golem	1.25	2.00
Orcish Artillery	.75	1.50
Orcish Oniflamme	2.50	3.50
Paralyze	1.25	2.00
Pearled Unicorn	1.25	2.00
Personal Incarnation	6.00	10.00
Pestilence	1.25	2.00
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	1.25	2.00
Phantom Monster	1.50	2.50
Pirate Ship	2.50	3.50
Plague Rats	1.25	2.00
Plains	10	25
Plateau	18.00	30.00
Power Leak	1.25	2.00
Power Sink	1.25	2.00
Power Surge	5.00	8.00
Prodigal Sorcerer	1.25	2.00
Psionic Blast	12.00	15.00
Psychic Venom	1.25	2.00
Purelace	2.50	3.50
Raging River	30.00	45.00
Raise Dead	1.25	2.00
Red Elemental Blast	1.25	2.00
Red Ward	1.25	2.00
Regeneration	1.25	2.00
Regrowth	5.00	8.00
Resurrection	2.50	3.50
Reverse Damage	6.00	10.00
Righteousness	5.00	8.00
Roc of Kher Ridges	10.00	15.00
Rock Hydra	18.00	25.00
Rod of Ruin	1.25	2.00
Royal Assassin	18.00	25.00
Sacrifice	2.25	3.00
Samite Healer	1.25	2.00
Savannah	18.00	30.00
Savannah Lions	4.00	6.00
Scathe Zombies	1.25	2.00
Scavenging Ghoul	1.50	2.50
Scrubland	18.00	30.00
Scryb Sprites	1.25	2.00
Sea Serpent	1.25	2.00
Sedge Troll	10.00	15.00
Sengir Vampire	4.00	6.00
Serra Angel	7.00	10.00
Shanodin Dryads	1.25	2.00
Shatter	1.25	2.00
Shivan Dragon	18.00	25.00
Simulacrum	1.25	2.00
Sinkhole	7.00	10.00
Siren's Call	1.25	2.00
Sleight of Mind	4.00	6.00
Smoke	3.50	5.00
Sol Ring	7.00	10.00
Soul Net	1.25	2.00
Spell Blast	1.25	2.00
Stasis	4.00	6.00
Steal Artifact	1.50	2.50
Stone Giant	1.25	2.00
Stone Rain	1.25	2.00
Stream of Life	1.25	2.00
Sunglasses of Urza	4.00	6.00
Swamp	.10	.25
Swords to Plowshares	1.25	2.00
Taiga	18.00	30.00
Terror	1.25	2.00
Thicket Basilisk	2.50	3.50
Thoughtlace	2.50	3.50
Throne of Bone	1.25	2.00
Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	90.00	125.00
Timetwister	45.00	70.00
Tranquility	1.25	2.00
Tropical Island	18.00	30.00
Tsunami	1.25	2.00
Tundra	18.00	30.00
Tunnel	1.25	2.00
Twiddle	2.25	3.00
Two-Headed Giant of Foriys	35.00	45.00
Underground Sea	18.00	30.00
Unholy Strength	1.25	2.00
Unsummon	1.25	2.00
Uthden Troll	2.25	3.00
Verduran Enchantress	5.00	8.00
Vesuvan Doppelganger	20.00	30.00
Veteran Bodyguard	12.00	18.00
Volcanic Eruption	5.00	8.00
Volcanic Island	18.00	30.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	2.25	3.00
Wall of Water	1.25	2.00
Wall of Wood	1.25	2.00
Wanderlust	1.25	2.00
War Mammoth	1.25	2.00
Warp Artifact	4.00	6.00
Water Elemental	1.25	2.00
Weakness	1.25	2.00
Web	4.00	6.00
Wheel of Fortune	10.00	15.00
White Knight	2.50	3.50
White Ward	1.25	2.00
Wild Growth	1.25	2.00
Will-O'-The-Wisp	7.00	10.00
Winter Orb	4.00	6.00
Wooden Sphere	1.25	2.00
Word of Command	40.00	60.00
Wrath of God	6.00	10.00
Zombie Master	5.00	8.00

REVISED EDITION

Cards are white-bordered and are nearly identical to the Unlimited cards, except that the ink on the cards is noticably lighter

Full Set (302 cards)	$300.00	500.00
Starter Deck (60 cards)	10.00	15.00
Starter Box (10 decks)	100.00	150.00
Booster Pack (15 cards)	3.25	5.00
Booster Box (36 packs)	110.00	175.00

Air Elemental	1.25	2.00
Aladdin's Lamp	3.25	4.00
Aladdin's Ring	3.50	5.00
Animate Artifact	.75	1.50
Animate Dead	.75	1.50
Animate Wall	2.50	3.50
Ankh of Mishra	2.50	3.50
Armageddon	4.00	6.00
Armageddon Clock	2.50	3.50
Aspect of Wolf	4.00	6.00
Atog	1.00	2.00
Bad Moon	4.00	6.00
Badlands	12.00	20.00
Balance	3.50	5.00
Basalt Monolith	1.50	2.50
Bayou	10.00	18.00
Benalish Hero	.35	.75
Birds of Paradise	6.00	10.00
Black Knight	1.50	2.50
Black Vise	1.25	2.00
Black Ward	.35	.75
Blessing	3.50	5.00
Blue Elemental Blast	.35	.75
Blue Ward	.35	.75
Bog Wraith	1.25	2.00
Battle of Suleiman	3.25	4.00
Brainguyser	10.00	15.00
Brass Man	.75	1.50
Bunagwing	.75	1.50
Castle	1.50	2.50
Celestial Prism	.75	1.50
Channel	.75	1.50
Chaoslace	.35	.75
Circle of Protection: Black	.35	1.00
Circle of Protection: Blue	.35	1.00
Circle of Protection: Green	.35	1.00
Circle of Protection: Red	.35	1.00
Circle of Protection: White	.35	1.00
Clockwork Beast	3.25	4.00
Clone	6.00	10.00
Cockatrice	6.00	10.00
Conservator	.35	.75
Contract from Below	3.50	5.00
Control Magic	2.25	3.00
Conversion	1.50	2.50
Copy Artifact	5.00	8.00
Counterspell	1.25	2.00
Creature Bond	.35	.75
Crusade	4.00	6.00
Cursed Land	.35	.75
Claw Wurm	.35	.75
Crumble	.35	.75
Crystal Rod	.35	.75
Dancing Scimitar	3.25	4.00
Dark Ritual	.35	.75
Darkpact	3.50	5.00
Death Ward	.35	.75
Deathgrip	.75	1.50
Deathlace	2.25	3.00
Demonic Attorney	4.00	6.00
Demonic Hordes	12.00	15.00
Demonic Tutor	7.00	10.00
Desert Twister	1.50	2.50
Dingus Egg	4.00	6.00
Disenchant	.35	.75
Disintegrate	.35	.75
Disrupting Scepter	3.25	4.00
Dragon Engine	1.25	2.00
Dragon Whelp	2.25	3.00
Drain Life	.35	.75
Drain Power	4.00	6.00
Drudge Skeletons	.35	.75
Dwarven Warriors	.35	.75
Dwarven Weaponsmith	1.50	2.50
Earth Elemental	1.50	2.50
Earthbind	.75	1.50
Earthquake	3.50	5.00
Ebony Horse	2.50	3.50
El-Hajaj	3.50	5.00



TOP TEN HOTTEST CARDS

8) Aladdin

How annoying is this little bastard? For three mana and a tap, he steals any artifact! With all the annoying artifacts around (everybody wave hi to Jester's Cap), A is a good friend to have.

Elvish Archers	3.25	4.00
Energy Flux	.75	1.50
Eq Raiders	.35	.75
Evil Presence	.75	1.50
Eye for an Eye	3.50	5.00
Farmstead	5.00	8.00
Fastbond	6.00	10.00
Fear	.35	.75
Feedback	.35	.75
Fire Elemental	1.25	2.00
Fireball	.35	.75
Firebreathing	.35	.75
Fleshfires	.75	1.50
Flight	.35	.75
Flying Carpet	3.50	5.00
Fog	.35	.75
Force of Nature	8.00	12.00
Forest	.05	.10
Fork	15.00	25.00
Frozen Shade	.35	.75
Fungusaur	4.00	6.00
Gaea's Liege	8.00	12.00
Giant Growth	.35	.75
Giant Spider	.35	.75

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

Glasses of Urza	.75	1.50
Gloom	.75	1.50
Goblin Balloon Brigade	.75	1.50
Goblin King	7.00	10.00
Granite Gargoyle	6.00	10.00
Gray Ogre	.35	.75
Green Ward	.35	.75
Grizzly Bears	.35	.75
Guardian Angel	.75	1.50
Healing Salve	.35	.75
Helm of Chatzuk	3.25	4.00
Hill Giant	.35	.75
Hive, The	4.00	6.00
Holy Armor	.35	.75
Holy Strength	.35	.75
Howl from Beyond	.35	.75
Howling Mine	6.00	8.00
Hurkyl's Recall	3.50	5.00
Hurloon Minotaur	.35	.75
Hurricane	.75	1.50
Hypnotic Specter	2.25	3.00
Instill Energy	.75	1.50
Iron Star	.35	.75
Ironroot Treefolk	.35	.75
Island	.05	.10
Island Fish Jasconius	3.50	5.00
Island Sanctuary	3.50	5.00
Ivory Cup	.35	.75
Ivory Tower	4.00	6.00
Jade Monolith	1.50	2.50
Jandor's Ring	5.00	8.00
Jandor's Saddlebags	2.50	3.50
Jayemdae Tome	3.25	4.00
Juggernaut	5.00	8.00
Jump	.35	.75
Karma	.75	1.50
Keldon Warlord	1.50	2.50
Kird Ape	1.00	2.00
Kormus Bell	2.50	3.50
Kudzu	4.00	6.00
Lance	1.25	2.00
Ley Druid	.75	1.50
Library of Leng	.75	1.50
Lifeforce	.75	1.50
Lifelace	2.25	3.00
Lifetap	.75	1.50
Lightning Bolt	.35	.75
Living Artifact	3.50	5.00
Living Lands	3.25	4.00
Living Wall	1.50	2.50
Llanowar Elves	.35	.75
Lord of Atlantis	5.00	8.00
Lord of the Pit	8.00	12.00
Lure	.75	1.50
Magical Hack	5.00	8.00
Magnetic Mountain	2.50	3.50
Mahamoti Djinn	6.00	8.00
Mana Flare	4.00	6.00
Mana Short	3.50	5.00
Mana Vault	3.25	4.00
Manabarbs	3.25	4.00
Meekstone	3.50	5.00
Merfolk of the Pearl Trident	.35	.75
Mesa Pegasus	.35	.75
Mijae Djinn	4.00	6.00
Millstone	3.25	4.00
Mind Twist	3.50	5.00
Mishra's War Machine	3.25	4.00
Mons's Goblin Raiders	.35	.75
Mountain	.05	.10
Nether Shadow	3.50	5.00
Netting Imp	3.25	4.00
Newssymol's Disk	4.00	6.00
Nightmare	10.00	15.00
Northern Paladin	8.00	12.00
Obsonns Golem	.75	1.50
Onulet	1.50	2.50
Orcish Artillery	.75	1.50
Orcish Oriflamme	2.25	3.00
Ornithopter	.75	1.50
Paralyze	.35	.75
Pearled Unicorn	.35	.75
Personal Incantation	5.00	8.00
Pestilence	.35	.75
Phantasmal Forces	.75	1.50
Phantasmal Terrain	.35	.75
Phantom Monster	.75	1.50
Pirate Ship	2.25	3.00
Plague Rats	.35	.75
Plains	.05	.10
Plateau	10.00	18.00
Power Leak	.35	.75
Power Sink	.35	.75
Power Surge	3.50	5.00
Primal Clay	2.50	3.50
Prodigal Sorcerer	.35	.75
Psychic Venom	.35	.75
Purelace	2.25	3.00
Rack, The	1.25	2.00
Raise Dead	.35	.75
Reconstruction	.75	1.50
Red Elemental Blast	.35	.75
Red Ward	.35	.75
Regeneration	.35	.75
Regrowth	3.50	5.00
Resurrection	2.25	3.00
Reverse Damage	5.00	8.00
Reverse Polarity	.75	1.50
Righteousness	4.00	6.00
Roc of Kher Ridges	8.00	12.00
Rock Hydra	12.00	18.00
Rocket Launcher	4.00	6.00
Rod of Ruin	.75	1.50
Royal Assassin	12.00	18.00
Sacrifice	1.50	2.50
Samite Healer	.35	.75
Savannah	12.00	20.00



TOP TEN HOTTEST CARDS

7) Juzam Djinn

See a trend developing here? The more expensive cards are being replaced by lesser-priced powerhouses. But a 5/5 with a casting cost of four, of Juzam's still plenty warm.

Savannah Lions	3.50	5.00
Scathe Zombies	.35	.75
Scavenging Ghoul	.75	1.50
Scrubland	12.00	20.00
Scryb Sprites	.35	.75
Sea Serpent	.35	.75
Sedge Troll	8.00	12.00
Sengir Vampire	3.50	5.00
Serendib Efreet	10.00	15.00
Serra Angel	5.00	8.00
Shanodin Dryads	.35	.75
Shatter	.35	.75
Shatterstorm	4.00	6.00
Shivan Dragon	12.00	18.00
Simulacrum	.75	1.50
Siren's Call	1.25	2.00
Sleight of Mind	3.50	5.00
Smoke	3.25	4.00
Sol Ring	6.00	8.00
Sorceress Queen	5.00	8.00
Soul Net	.75	1.50
Spell Blast	.35	.75
Stasis	3.25	4.00
Steal Artifact	.75	1.50
Stone Giant	.75	1.50
Stone Rain	.35	.75
Stream of Life	.35	.75
Sunglasses of Urza	3.25	4.00
Swamp	.05	.10
Swords to Plowshares	1.25	2.00
Taiga	10.00	18.00
Terror	.35	.75
Thicket Basilisk	2.25	3.00
Thoughtlace	2.25	3.00
Throne of Bone	.35	.75
Timber Wolves	3.25	4.00
Titania's Song	2.50	3.50
Tranquility	.35	.75
Tropical Island	10.00	18.00
Tsunami	.75	1.50
Tundra	10.00	18.00
Tunnel	.35	.75
Underground Sea	10.00	18.00
Unholy Strength	.35	.75
Unstable Mutation	.35	.75
Unsummon	.35	.75
Uthden Troll	1.50	2.50
Verdnan Enchantress	4.00	6.00
Vesuvan Doppelganger	12.00	20.00
Veteran Bodyguard	8.00	12.00
Volcanic Eruption	4.00	6.00
Volcanic Island	10.00	18.00
Wall of Air	.75	1.50
Wall of Bone	.75	1.50
Wall of Brambles	.75	1.50
Wall of Fire	.75	1.50
Wall of Ice	.75	1.50
Wall of Stone	.75	1.50
Wall of Swords	1.50	2.50
Wall of Water	.35	.75
Wall of Wood	.35	.75
Wanderlust	.75	1.50
War Mammoth	.35	.75
Warp Artifact	3.25	4.00
Water Elemental	1.25	2.00
Weakness	.35	.75
Web	3.25	4.00
Wheel of Fortune	8.00	12.00
White Knight	1.50	2.50
White Ward	.35	.75
Wild Growth	.35	.75
Will-O'-The-Wisp	5.00	8.00
Winter Orb	3.25	4.00
Wooden Sphere	.35	.75
Wrath of God	4.00	6.00
Zombie Master	4.00	6.00

FOURTH EDITION

WIZARDS OF THE COAST 1995

Cards contain a copyright date beneath the artist's name on the front of the card

Full Set (378 cards)	$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

Abomination	2.25	3.00
Air Elemental	.75	1.50
Alabaster Potion	.35	.75
Aladdin's Lamp	2.50	3.50
Aladdin's Ring	3.25	4.00
Ali Baba	3.25	4.00
Amrou Kithkin	.15	.35
Amulet of Kroog	.15	.35
Angry Mob	1.50	2.50
Animate Artifact	.35	.75
Animate Dead	.35	.75
Animate Wall	2.25	3.00
Ankh of Mishra	2.25	3.00
Apprentice Wizard	.35	.75
Armageddon	3.50	5.00
Armageddon Clock	2.50	3.50
Ashes to Ashes	.35	.75
Ashnod's Battle Gear	1.50	2.50
Aspect of Wolf	3.50	5.00
Backfire	1.50	2.50
Bad Moon	3.50	5.00
Balance	3.25	4.00
Ball Lightning	5.00	8.00
Battering Ram	.15	.35
Benalish Hero	.35	.75
Bird Maiden	.60	1.00
Birds of Paradise	5.00	8.00
Black Knight	1.25	2.00
Black Mana Battery	3.50	5.00
Black Vise	.75	1.50
Black Ward	.35	.75
Blessing	2.50	3.50
Blight	1.50	2.50
Blood Lust	.60	1.00
Blue Elemental Blast	.35	.75
Blue Mana Battery	3.50	5.00
Blue Ward	.35	.75
Bog Imp	.35	.75
Bog Wraith	.75	1.50
Bottle of Suleiman	2.50	3.50
Brainwash	.15	.35
Brass Man	.60	1.00
Bronze Tablet	2.50	3.50
Brothers of Fire	.60	1.00
Brute, The	.35	.75
Burrowing	.75	1.50
Carnivorous Plant	.15	.35
Carrion Ants	5.00	8.00
Castle	1.25	2.00
Cave People	1.25	2.00
Celestial Prism	.60	1.00
Channel	.35	.75
Chaoslace	1.50	2.50
Circle of Protection: Artifact	3.50	5.00
Circle of Protection: Black	.35	1.00
Circle of Protection: Blue	.35	1.00
Circle of Protection: Green	.35	1.00
Circle of Protection: Red	.35	1.00
Circle of Protection: White	.35	1.00
Clay Statue	.35	.75
Clockwork Avian	4.00	6.00
Clockwork Beast	2.50	3.50
Cockatrice	4.00	6.00
Colossus of Sardia	5.00	8.00
Conservator	.60	1.00
Control Magic	1.50	2.50
Conversion	1.25	2.00
Coral Helm	2.50	3.50
Cosmic Horror	3.50	5.00
Counterspell	.75	1.50
Crow Worm	.35	.75
Creature Bond	.35	.75
Crimson Manticore	3.25	4.50
Crumble	.35	.75
Crusade	4.00	6.00
Crystal Rod	.60	1.00
Cursed Land	.35	.75
Cursed Rack	1.50	2.50
Cyclopean Mummy	.15	.35
Dancing Scimitar	2.50	3.50
Dark Ritual	.35	.75
Deathgrip	.75	1.50
Death Ward	.35	.75
Deathlace	1.50	2.50
Desert Twister	1.25	2.00
Detonate	1.25	2.00
Diabolic Machine	1.25	2.00
Dingus Egg	3.25	4.00
Disenchant	.35	.75
Disintegrate	.35	.75
Disrupting Scepter	2.50	3.50
Divine Transformation	4.00	6.00
Dragon Engine	.75	1.50
Dragon Whelp	1.50	2.50
Drain Life	.35	.75
Drain Power	3.50	5.00
Drudge Skeletons	.35	.75
Drudwood Boars	.15	.35
Dwarven Warriors	.35	.75
Earth Elemental	.75	1.50
Earthquake	3.25	4.00
Ebony Horse	2.50	3.50
El-Hajjaj	2.50	3.50
Elder Land Wurm	4.00	6.00
Elven Riders	3.50	5.00
Elvish Archers	3.25	4.00
Energy Flux	.75	1.50
Energy Tap	.35	.75
Erg Raiders	.35	.75
Erosion	.15	.35
Eternal Warrior	.60	1.00
Evil Presence	.75	1.50
Eye for an Eye	3.50	5.00
Fear	.35	.75
Feedback	.35	.75
Fellwar Stone	2.00	3.00
Fire Elemental	1.25	2.00
Fireball	.35	.75
Firebreathing	.35	.75
Fissure	.15	.35
Flashfires	.75	1.50
Flight	.35	.75
Flood	.35	.75
Flying Carpet	3.25	4.00
Fog	.35	.75
Force of Nature	6.00	10.00
Fortified Area	.35	.75
Forest	.05	.10
Frozen Shade	.35	.75
Fungusaur	3.50	5.00
Gaea's Liege	6.00	10.00
Gaseous Form	.15	.35
Ghost Ship	.35	.75
Giant Growth	.35	.75
Giant Spider	.35	.75
Giant Strength	.35	.75
Giant Tortoise	.35	.75

Key: ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

Glasses of Urza	60	1 00
Gloom	.75	1.50
Goblin Balloon Brigade	.75	1.50
Goblin King	5 00	8 00
Goblin Rock Sled	.15	.35
Grapeshot Catapult	.35	.75
Gray Ogre	.35	.75
Greed	2 50	3 50
Green Mana Battery	3 50	5 00
Green Ward	.35	.75
Grizzly Bears	.35	.75
Healing Salve	.35	.75
Helm of Chatzuk	2 50	3 50
Hill Giant	.35	.75
Hive, The	3 50	5.00
Holy Armor	.35	.75
Holy Strength	.35	.75
Howl from Beyond	.35	.75
Howling Mine	5 00	7 00
Hurkyl's Recall	3 25	4 00
Hudaon Minotaur	.35	.75
Hurr Jackal	2.25	3 00
Hurricane	.75	1.50
Hypnotic Specter	1 50	2 50
Immolation	.35	.75
Inferno	3 50	5 00
Instill Energy	.75	1 50
Iron Star	.60	1 00
Ironclaw Orcs	.15	.35
Ironroot Treefolk	.35	.75
Island	.05	.10
Island Fish Jascanius	3 25	4 00
Island Sanctuary	2 50	3.50
Ivory Cup	.60	1 00
Ivory Tower	3.50	5 00
Jade Monolith	1.50	2 50
Jandar's Saddlebags	2 25	3 00
Jayemdae Tome	2.50	3.50
Jump	.35	.75
Junun Efreet	3 50	5 00
Karma	.75	1 50
Keldan Warlord	1.50	2 50
Killer Bees	5 00	8 00
Kismet	3.50	5 00
Kormus Bell	2 25	3 00
Land Leeches	.15	.35
Land Tax	2.25	3 00
Leviathan	2.50	3 50
Ley Druid	.75	1 50
Library of Leng	.60	1 00
Lifeforce	.75	1 50
Lifelace	1 50	2 50
Lifetap	.75	1 50
Lightning Bolt	.35	.75
Living Artifact	2.50	3 50



TOP TEN HOTTEST CARDS

6) Vesuvan Doppelganger

The discontinued Doppelganger can mimic any other creature in play. Groovy, but since cheeseheads usually just Dopper then Series, we're gettin' pretty sick of her.

Living Lands	2.50	3 50
Llanowar Elves	.35	.75
Lord of Atlantis	4 00	6 00
Lord of the Pit	6 00	10 00
Lost Soul	.15	.35
Lure	.75	1 50
Magical Hack	4 00	6 00
Magnetic Mountain	2 25	3 00
Mahamoti Djinn	5 00	7 00
Mana Clash	1 50	2 50
Mana Flare	3.50	5.00
Mana Short	3.25	4.00
Mana Vault	2 50	3 50
Manabarbs	2 50	3 50
Marsh Gas	.15	.35
Marsh Viper	.15	.35
Meekstone	3 25	4 00
Merfolk of the Pearl Trident	.35	.75
Mesa Pegasus	.35	.75
Millstone	2 50	3 50
Mind Bomb	1 50	2.50
Mind Twist	3 25	4 00
Mishra's Factory	3 50	5 00
Mishra's War Machine	2 50	3.50
Mons's Goblin Raiders	.35	.75
Morale	.15	.35
Mountain	.05	.10
Murk Dwellers	.15	.35
Nafs Asp	.35	.75
Nether Shadow	3 25	4 00
Nevinyrral's Disk	3 25	4 00
Nightmare	7 00	12.00
Northern Paladin	6 00	10 00
Oasis	2 25	3 00
Obsidian Golem	.75	1 50
Omlet	.75	1 50
Orcish Artillery	.75	1 50
Orcish Oriflamme	1 50	2.50
Ornithopter	.35	.75
Osai Vultures	.15	.35
Paralyze	.35	.75
Pearled Unicorn	.35	.75
Personal Incarnation	4 00	6 00
Pestilence	.35	.75
Phantasmal Forces	.75	1.50
Phantasmal Terrain	.35	.75
Phantom Monster	.75	1 50
Pirate Ship	3.25	4 00
Piety	.35	.75
Pikemen	.15	.35
Pit Scorpion	.15	.35
Plague Rats	.35	.75
Plains	.05	.10
Power Leak	.35	.75
Power Sink	.35	.75
Power Surge	2.50	3 50
Pradesh Gypsies	.35	.75
Primal Clay	2.25	3 00
Prodigal Sorcerer	.35	.75
Psionic Entity	3 50	5 00
Psychic Venom	.35	.75
Purelace	1 50	2 50
Pyrotechnics	1 25	2 00
Rack, The	.75	1 50
Radjan Spirit	2 25	3 00
Rag Man	2 50	3 50
Raise Dead	.35	.75
Rebirth	2 50	3 50
Red Elemental Blast	.35	.75
Red Mana Battery	3 50	5.00
Red Ward	.35	.75
Regeneration	.35	.75
Relic Bind	3 25	4.00
Reverse Damage	4 00	6 00
Righteousness	3 50	5.00
Rod of Ruin	.75	1.50
Royal Assassin	10 00	15.00
Samite Healer	.35	.75
Sandstorm	.35	.75
Savannah Lions	3 25	4.00
Scathe Zombies	.35	.75
Scavenging Ghoul	.75	1.50
Scryb Sprites	.35	.75
Sea Serpent	.35	.75
Seeker	.35	.75
Segovian Leviathan	1 25	2.00
Sengir Vampire	3 25	4.00
Serra Angel	4 00	6.00
Shanodin Dryads	.35	.75
Shapeshifter	3 50	5.00
Shatter	.35	.75
Shivan Dragon	12 00	15.00
Simulacrum	.35	.75
Sindbad	2 50	3 50
Siren's Call	.75	1 50
Sisters of the Flame	.35	.75
Sleight of Mind	3 25	4 00
Smoke	2.50	3.50
Sorceress Queen	4 00	6 00
Soul Net	.35	.75
Spell Blast	.35	.75
Spirit Link	4 00	6 00
Spirit Shackle	.75	1 50
Stasis	2 50	3 50
Steal Artifact	.75	1 50
Stone Giant	.75	1 50
Stone Rain	.35	.75
Stream of Life	.35	.75
Strip Mine	3.25	4.00
Sunglasses of Urza	2 50	3 50
Sunken City	.15	.35
Swamp	.05	.10
Swords to Plowshares	.75	1 50
Sylvan Library	4 00	6 00
Tawnos's Wand	1 25	2.00
Tawnos's Weaponry	1.25	2 00
Tempest Efreet	3 25	4.00
Terror	.35	.75
Tetravus	4 00	6.00
Thicket Basilisk	1 50	2 50
Thoughtlace	1 50	2 50
Throne of Bone	.60	1.00
Timber Wolves	3 25	4.00
Time Elemental	6 00	10 00
Titania's Song	2 25	3.00
Tranquility	.35	.75
Triskelion	4 00	6 00
Tsunami	.75	1 50
Tundra Wolves	.35	.75
Tunnel	.35	.75
Twiddle	.75	1 50
Uncle Istvan	1 50	2.50
Unholy Strength	.35	.75
Unstable Mutation	.35	.75
Unsummon	.35	.75
Untamed Wilds	1 25	2.00
Urza's Avenger	4 00	6.00
Uthden Troll	1 25	2 00
Vampire Bats	.15	.35
Venom	.15	.35
Verduran Enchantress	3.50	5 00
Visions	1 50	2 50
Volcanic Eruption	3.25	4.00
Wall of Air	.35	.75
Wall of Bone	.75	1 50
Wall of Brambles	.75	1 50
Wall of Dust	1.50	2 50
Wall of Fire	.75	1.50
Wall of Ice	.35	.75
Wall of Spears	.60	1 00
Wall of Stone	.75	1 50
Wall of Swords	1.25	2 00
Wall of Water	.35	.75
Wall of Wood	.35	.75
Wanderlust	.75	1.50
War Mammoth	.35	.75
Warp Artifact	2 50	3 50
Water Elemental	.75	1 50
Weakness	.35	.75
Web	2 50	3 50
Whirling Dervish	3 25	4 00
White Knight	1 25	2 00
White Mana Battery	3 50	5.00
White Ward	.35	.75
Wild Growth	.35	.75
Winds of Change	4 00	6 00
Will-O'-The-Wisp	4 00	6.00
Winter Blast	2 50	3.50
Winter Orb	2 50	3 50
Wooden Sphere	.35	.75
Word of Binding	.15	.35
Wrath of God	4 00	6 00
Xenic Poltergeist	1 25	2 00
Yotian Soldier	.35	.75
Zephyr Falcon	.35	.75
Zombie Master	3 50	5 00

ARABIAN NIGHTS

Full Set (78 cards)	$550 00	750.00
Booster Pack (8 cards)	50 00	70.00
Booster Box (60 packs)	3,000 00	4,200.00

Abu Ja'far	3 50	5.00
Aladdin	10 00	15.00
Aladdin's Lamp	4 00	6.00
Aladdin's Ring	6 00	10.00
Ali Baba	5 00	8.00
Ali from Cairo	60 00	75 00
Army of Allah	3 50	5.00
Bazaar of Baghdad	12 00	16 00
Bird Maiden	.75	1 50
Battle of Sulaiman	6 00	10 00
Brass Man	1 25	2 00
Camel	2.25	3 00
City in a Bottle	15 00	20 00
City of Brass	10.00	15 00
Cuombaq Witches	.75	1 50
Cyclone	5 00	8 00
Dancing Scimitar	5 00	8 00
Dandan	.75	1 50
Desert	4 00	6 00
Desert Nomads	2.50	3 50
Desert Twister	2 50	3 50
Diamond Valley	35 00	45.00
Drop of Honey	20 00	30 00
Ebony Horse	4 00	6 00
El-Hajjaj	6 00	10 00
Elephant Graveyard	20 00	30.00
Erg Raiders	.75	1 50
Ethnam Djinn	5 00	8.00
Eye for an Eye	6 00	10 00
Fishliver Oil	.75	1 50
Flying Carpet	6 00	10 00
Flying Men	3 25	4.00
Ghazban Ogre	.75	1 50
Giant Tortoise	.75	1 50
Guardian Beast	40 00	65 00
Hasian Ogress	.75	1 50
Hurr Jackal	2 25	3 00
Ifh-Biff Efreet	15 00	20 00
Island Fish Jascanius	6 00	10 00
Island of Wak-Wak	25 00	35 00
Jandar's Ring	5 00	8 00
Jandar's Saddlebags	6 00	10 00
Jeweled Bird	5 00	8 00
Jihad	25 00	40 00
Junun Efreet	8 00	12 00
Juzam Djinn	35 00	60 00
Khabal Ghoul	25 00	35 00
King Suleiman	12 00	18 00
Kird Ape	3.50	5 00
Library of Alexandria	25 00	35 00
Magnetic Mountain	4.00	6 00
Merchant Ship	7 00	10 00
Metamorphosis	.75	1 50
Mijae Djinn	10.00	15 00
Moorish Cavalry	4.00	6 00
Mountain	4 00	6 00
Nafs Asp	.75	1 50
Oasis	3 50	5 00
Old Man of the Sea	25.00	35.00
Oubliette	3.50	5 00
Piety	.75	1 50
Pyramids	20 00	30 00
Repentant Blacksmith	3 00	5 00
Ring of Ma'ruf	25 00	35 00
Rukh Egg	7.00	10 00
Sandals of Abdallah	8 00	12 00
Sandstorm	.75	1 50
Serendib Djinn	12 00	18 00
Serendib Efreet	12.00	18 00
Shahrazad	15.00	25 00
Sindbad	5.00	8 00
Singing Tree	25 00	40.00
Sorceress Queen	8.00	12.00
Stone-Throwing Devils	4.00	6 00
Unstable Mutation	.75	1.50
War Elephant	.75	1 50
Wyluli Wolf	4 00	6.00
Ydwen Efreet	10.00	15.00

ANTIQUITIES

Full Set (100 cards)	$300 00	400.00
Booster Pack (8 cards)	12 00	18 00
Booster Box (60 packs)	700 00	900.00

Amulet of Kroog	.35	.75
Argivian Archaeologist	18 00	30.00
Argivian Blacksmith	.75	1.50
Argothian Pixies	.75	1.50
Argothian Treefolk	1 25	2.00
Armageddon Clock	3 50	5 00
Artifact Blast	.75	1.50
Artifact Ward	.75	1 50
Artifact Possession	.75	1.50
Ashnod's Altar	1.25	2.00
Ashnod's Battle Gear	2 50	3 50
Ashnod's Transmagrant	1 25	2.00
Atog	1 50	2.50
Battering Ram	.35	.75
Bronze Tablet	4 00	6.00
Candelabra of Tawnos	15 00	30.00
Circle of Protection: Artifact	6 00	10.00
Citanul Druid	3 25	4.00
Clay Statue	.75	1 50
Clockwork Avian	8 00	12.00
Colossus of Sardia	12 00	18.00
Coral Helm	4 00	6 00
Crumble	.75	1 50
Cursed Rack	2 50	3 50
Damping Field	2 50	3 50
Detonate	2.25	3.00
Dralnu's Restoration	1.25	2 00
Dragon Engine	1 50	2 50

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

Dwarven Weaponsmith	2.25	3.00
Energy Flux	1.25	2.00
Feldon's Cane	2.25	3.00
Goed's Avenger	10.00	18.00
Gate to Phyrexia	2.50	3.50
Goblin Artisans	1.25	2.00
Galgothian Sytex	7.00	10.00
Grapeshot Catapult	.75	1.50
Haunting Wind	2.50	3.50
Hurkyl's Recall	6.00	10.00
Ivory Tower	7.00	10.00
Jalum Tome	4.00	6.00
Martyrs of Korlis	4.00	6.00
Mightstone	2.50	3.50
Millstone	3.50	5.00
Mishra's Factory	4.00	6.00
Mishra's Fac. (Summer Pic.)	6.00	10.00
Mishra's War Machine	4.00	6.00
Mishra's Workshop	10.00	15.00
Obelisk of Undoing	8.00	12.00
Onulet	2.50	3.50
Orcish Mechanics	.75	1.50
Ornithopter	.75	1.50
Phyrexian Gremlins	1.50	2.50
Power Artifact	3.50	5.00
Powerleech	3.50	5.00
Priest of Yawgmoth	.75	1.50
Primal Clay	3.50	5.00
Rack, The	1.25	2.00
Rakalite	2.25	3.00
Reconstruction	1.50	2.50
Reverse Polarity	1.50	2.50
Rocket Launcher	8.00	12.00
Sage of Lat-Nam	.75	1.50
Shapeshifter	6.00	10.00
Shatterstorm	5.00	8.00
Staff of Zegon	.75	1.50
Strip Mine	3.50	5.00
Strip Mine (Tawar)	5.00	8.00
Su-Chi	3.25	4.00
Tablet of Epityr	.35	.75
Tawnos's Coffin	12.00	18.00
Tawnos's Wand	2.25	3.00
Tawnos's Weaponry	2.25	3.00
Tetravus	8.00	12.00
Titania's Song	4.00	6.00
Transmute Artifact	3.50	5.00
Triskelion	8.00	12.00
Urza's Avenger	8.00	12.00
Urza's Chalice	.35	.75
Urza's Mine	.75	1.50
Urza's Miter	7.00	10.00
Urza's Power Plant	.75	1.50
Urza's Tower	.75	1.50
Wall of Spears	.75	1.50
Weakstone	2.50	3.50
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00
Yotian Soldier	.75	1.50

LEGENDS

Full Set (310 cards)	$1,100.00	1,400.00
Booster Pack (15 cards)	25.00	30.00
Booster Box (36 packs)	650.00	1,000.00

Abomination	3.50	5.00
Abyss, The	20.00	30.00
Acid Rain	15.00	20.00
Active Volcano	.75	1.50
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Aerathi Berserker	4.00	6.00
Aisling Leprechaun	.75	1.50
Akron Legionnaire	5.00	8.00
All Hallow's Eve	20.00	30.00
Al-abara's Carpet	10.00	15.00
Alabaster Potion	.75	1.50
Alchor's Tomb	10.00	15.00
Amrou Kithkin	.35	.75
Angelic Voices	7.00	10.00
Angus Mackenzie	12.00	18.00
Anti-Magic Aura	2.25	3.00
Arbona	4.00	6.00
Arcades Sabboth	9.00	12.00
Arena of the Ancients	4.00	6.00
Aviad Fate	.75	1.50
Axelrod Gunnarson	8.00	10.00
Ayesha Tanaka	6.00	8.00
Azure Drake	3.00	5.00
Backdraft	3.50	5.00
Backfire	2.50	3.50
Barbary Apes	1.25	2.00
Barktooth Warbeard	3.50	5.00



TOP TEN HOTTEST CARDS

5) Fork

A favored ending against annoying cheesefiends, Fork was usually used to cheese players out of existence. With it copy any instant or sorcery, like a 10-point Fireball. They didn't restrict it fast enough.

Bartel Runeaxe	10.00	15.00
Beasts of Bogardan	3.00	5.00
Black Mana Battery	2.50	3.50
Blazing Effigy	.75	1.50
Blight	2.50	3.50
Blood Lust	1.25	2.00
Blue Mana Battery	2.50	3.50
Boomerang	.75	1.50
Bons Devilbeon	8.00	12.00
Brine Hag	4.00	6.00
Bronze Horse	5.00	8.00
Brute, The	.75	1.50
Caman Ants	12.00	18.00
Cat Warriors	.75	1.50
Cathedral of Serra	2.50	3.50
Caverns of Despair	8.00	12.00
Chain Lightning	2.25	3.00
Chains of Mephistopheles	10.00	15.00
Chromium	10.00	15.00
Cleanse	12.00	18.00
Clergy of the Holy Nimbus	.35	.75
Cocoon	3.00	5.00
Concordant Crossroads	6.00	10.00
Cosmic Horror	7.00	10.00
Craw Giant	4.00	6.00
Crevasse	3.50	5.00
Crimson Kobolds	.35	.75
Crimson Manticore	6.00	8.00
Crookshank Kobolds	.35	.75
Cyclopean Mummy	.35	.75
Dakkon Blackblade	10.00	15.00
D'Avenant Archer	1.50	2.50
Darkness	.75	1.50
Deadfall	3.25	4.00
Demonic Torment	4.00	6.00
Devouring Deep	.75	1.50
Disharmony	8.00	12.00
Divine Intervention	8.00	12.00
Divine Offering	1.50	2.50
Divine Transformation	8.00	12.00
Dream Coat	4.00	6.00
Durkwood Boars	.35	.75
Dwarven Song	3.50	5.00
Elder Land Worm	7.00	10.00
Elder Spawn	8.00	10.00
Elven Riders	6.00	8.00
Emerald Dragonfly	.75	1.50
Enchanted Being	1.25	2.00
Enchantment Alteration	1.50	2.50
Energy Tap	.35	.75
Equinox	2.25	3.00
Eternal Warrior	1.25	2.00
Eureka	15.00	25.00
Evil Eye Orms-By-Gore	5.00	8.00
Fallen Angel	4.00	6.00
Falling Star	10.00	15.00
Feint	1.50	2.50
Field of Dreams	10.00	15.00
Fire Sprites	.75	1.50
Firestorm Phoenix	20.00	30.00
Flash Counter	.75	1.50
Flash Flood	.75	1.50
Floral Spuzzem	4.00	6.00
Force Spike	.75	1.50
Forethought Amulet	10.00	15.00
Fortified Area	.75	1.50
Frost Giant	4.00	6.00
Gabriel Angelfire	5.00	8.00
Gaseous Form	.35	.75
Gauntlets of Chaos	6.00	8.00
Ghosts of the Damned	.75	1.50
Giant Slug	.75	1.50
Giant Strength	.75	1.50
Giant Turtle	.75	1.50
Glyph of Doom	.75	1.50
Glyph of Delusion	.75	1.50
Glyph of Destruction	.75	1.50
Glyph of Life	.35	.75
Glyph of Reincarnation	.75	1.50
Gosta Dirk	10.00	15.00
Gravity Sphere	15.00	25.00
Great Defender	3.50	5.00
Great Wall	3.25	4.00
Greater Realm of Preservation	7.00	10.00
Greed	5.00	8.00
Green Mana Battery	2.50	3.50
Gwendlyn Di Corci	12.00	15.00
Halfdane	8.00	12.00
Hammerheim	4.00	6.00
Hazezon Tamar	12.00	18.00
Headless Horseman	.35	.75
Heaven's Gate	3.50	5.00
Hell Swarm	.75	1.50
Hell's Caretaker	8.00	12.00
Hellfire	15.00	20.00
Holy Day	1.25	2.00
Horn of Deafening	5.00	8.00
Hornet Cobra	.75	1.50
Horns of Horrors	4.00	6.00
Hunding Gjornersen	3.50	5.00
Hyperion Blacksmith	3.50	5.00
Ichneumon Druid	4.00	6.00
Immolation	.75	1.50
Imprison	8.00	12.00
In the Eye of Chaos	10.00	15.00
Indestructible Aura	.75	1.50
Infernal Medusa	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques le Vert	10.00	15.00
Jasmine Boreal	4.00	6.00
Jedit Ojanen	4.00	6.00
Jerrard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Jovial Evil	10.00	15.00
Juxtapose	5.00	8.00
Karakas	3.50	5.00
Kasimir the Lone Wolf	4.00	6.00
Keepers of the Faith	.75	1.50
Ken Takahashi	4.00	6.00
Killer Bees	10.00	18.00
Kismet	5.00	8.00
Knowledge Vault	8.00	10.00
Kobold Drill Sergeant	6.00	8.00
Kobold Overlord	10.00	15.00
Kobold Taskmaster	5.00	8.00
Kobolds of Kher Keep	.35	.75
Kry Shield	3.50	5.00
Lady Caleno	10.00	15.00
Lady Evangela	10.00	15.00
Lady of the Mountain, The	4.00	6.00
Lady Orca	3.25	4.00
Land Equilibrium	10.00	15.00
Land Tax	5.00	8.00
Land's Edge	6.00	8.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
Life Matrix	10.00	15.00
Lifeblood	10.00	15.00
Living Plane	12.00	18.00
Livonya Silone	10.00	15.00
Lord Magnus	4.00	6.00
Lost Soul	.35	.75
Mana Drain	18.00	25.00
Mana Matrix	10.00	15.00
Marble Priest	3.50	5.00
Marhault Elsdragon	2.50	3.50
Master of the Hunt	18.00	25.00
Mirror Universe	40.00	60.00
Moat	20.00	30.00
Mold Demon	8.00	12.00
Moss Monster	.75	1.50
Mountain Stronghold	2.25	3.00
Mountain Yeti	.75	1.50
Nebuchadnezzar	8.00	12.00
Nether Void	12.00	18.00
Nicol Bolas	10.00	15.00
North Star	12.00	15.00
Nova Pentacle	10.00	15.00
Osai Vultures	.35	.75
Palladia-Mors	10.00	15.00
Part Water	3.50	5.00
Pavel Maliki	4.00	6.00
Pendelhaven	3.50	5.00
Petra Sphynx	5.00	8.00
Pit Scorpion	.35	.75
Pixie Queen	10.00	15.00
Planar Gate	10.00	15.00
Pradesh Gypsies	.60	1.00
Presence of the Master	6.00	8.00
Primordial Ooze	2.50	3.50
Princess Lucrezia	4.00	6.00
Psionic Entity	7.00	10.00
Psychic Purge	2.50	3.50
Puppet Master	2.50	3.50
Pyrotechnics	.75	1.50
Quagmire	3.50	4.50
Quorum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	6.00
Radjan Spirit	3.50	5.00
Raging Bull	.75	1.50
Ragnar	8.00	12.00
Rapid Fire	8.00	12.00
Rammaz DePietro	4.00	6.00
Ramses Overdark	10.00	15.00
Rasputin Dreamweaver	10.00	15.00
Rebirth	4.00	6.00
Recall	7.00	10.00
Red Mana Battery	2.50	3.50
Reincarnation	3.50	5.00
Relic Barrier	4.00	6.00
Relic Bind	3.25	4.00
Remove Enchantments	1.25	2.00
Remove Soul	.75	1.50
Reset	5.00	8.00
Revelation	6.00	8.00
Reverberation	10.00	15.00
Righteous Avengers	4.00	6.00
Ring of Immortals	10.00	15.00
Riven Turnbull	4.00	6.00
Rohgahh of Kher Keep	12.00	18.00
Rubinia Soulsinger	8.00	10.00
Rust	.75	1.50
Sea King's Blessing	3.50	5.00
Seafarer's Quay	2.25	3.00
Seeker	.75	1.50
Segovian Leviathan	2.50	3.50
Sentinel	5.00	8.00
Serpent Generator	8.00	10.00
Shelkin Brownie	.75	1.50
Shield Wall	2.00	3.00
Shimian Night Stalker	2.50	3.50
Silhouette	3.50	5.00
Sir Shandlar of Eberyn	4.00	6.00
Sivitri Scorzam	3.25	4.00
Sol'kanar Swamp King	8.00	10.00
Spectral Cloak	7.00	10.00
Spinal Villain	12.00	18.00
Spirit Link	8.00	10.00
Spirit Shackle	.75	1.50
Spiritual Sanctuary	8.00	12.00
Stangg	5.00	8.00
Storm Seeker	5.00	7.00
Storm World	8.00	12.00
Subdue	1.25	2.00
Sunastian Falconer	4.00	6.00
Sword of the Ages	20.00	30.00
Syphon Soul	.75	1.50
Sylvan Library	4.00	6.00
Sylvan Paradise	3.50	5.00
Tabernacle of Pendrell Vale	12.00	18.00
Takklemaggot	3.00	5.00
Telekinesis	10.00	15.00
Teleport	4.00	6.00
Tempest Efreet	5.00	8.00
Tetsuo Umezawa	12.00	18.00
Thunder Spirit	15.00	25.00
Time Elemental	10.00	15.00
Tobias Andrion	3.00	5.00
Tolaria	3.50	5.00
Tor Wauki	3.00	5.00
Torsten Von Ursus	4.00	6.00
Touch of Darkness	3.50	5.00
Transmutation	.75	1.50
Triassic Egg	5.00	8.00
Tuknir Deathlock	8.00	12.00

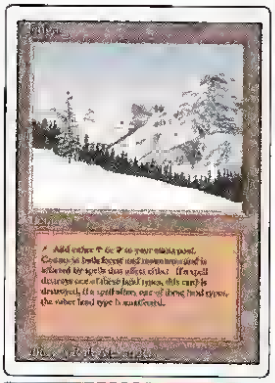
Key: ARTIFACT | BLACK | BLUE | GOLD | GREEN | RED | WHITE | LAND

Tundra Wolves	.75	1.50
Typhoon	8.00	12.00
Undertow	3.25	4.00
Underworld Dreams	12.00	18.00
Unholy Citadel	2.25	3.00
Untamed Wilds	2.25	3.00
Urborg	3.50	5.00
Ur-Drago	8.00	12.00
Voevoda's Armada	10.00	15.00
Vampire Bats	.35	.75
Venonon Gold	.75	1.50
Visions	3.25	4.00
Voodoo Doll	5.00	8.00
Walking Dead	.75	1.50
Wall of Caltrops	.75	1.50
Wall of Dust	3.25	4.00
Wall of Earth	.75	1.50
Wall of Heat	.75	1.50
Wall of Light	3.50	5.00
Wall of Opposition	3.25	4.00
Wall of Putrid Flesh	3.50	5.00
Wall of Shadows	.75	1.50
Wall of Tombstones	3.25	4.00
Wall of Vapor	.75	1.50
Wall of Wandering Bones	2.25	3.00
Whirling Dervish	5.00	8.00
White Mana Battery	2.50	3.50
Willow Satyr	10.00	15.00
Winds of Change	4.00	6.00
Winter Blast	7.00	10.00
Wolverine Pack	1.25	2.00
Wood Elemental	8.00	12.00
Wretched, The	10.00	15.00
Xira Arien	8.00	12.00
Zephyr Falcon	.75	1.50

THE DARK

Full Set (119 cards)	$150.00	250.00
Booster Pack (8 cards)	5.00	7.00
Booster Box (60 packs)	275.00	325.00

Amnesia	3.50	5.00
Angry Mob	3.50	5.00
Apprentice Wizard	.75	1.50
Ashes to Ashes	.35	.75
Ball Lightning	7.00	10.00
Banshee	1.50	2.50
Bat's Cape	4.00	6.00
Blood Moon	6.00	8.00
Blood of the Martyr	1.50	2.50
Bog Imp	.35	.75
Bog Rats	.35	.75
Bone Flute	1.25	2.00



TOP TEN HOTTEST CARDS

4) Dual Lands

Though not as cute as Ice Age's Sulfurous Springs with the #1 demon guy in the hot tub, dual lands provide two different mana types without side effects. They're still the best in the business.

Book of Rass	2.25	3.00
Brainwash	.15	.35
Brothers of Fire	1.25	2.00
Carnivorous Plant	.35	.75
Cave People	2.25	3.00
City of Shadows	5.00	8.00
Cleansing	5.00	8.00
Coal Golem	2.25	3.00
Curse Artifact	2.25	3.00
Dance of Many	4.00	6.00
Dark Heart of the Wood	.35	.75
Dark Sphere	3.50	5.00
Deep Water	.35	.75
Diabolic Machine	2.25	3.00
Drowned	.35	.75
Dust to Dust	.35	.75
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	.35	.75
Eternal Flame	4.00	6.00
Exorcist	7.00	10.00
Fallen, The	1.50	2.50
Fasting	1.50	2.50
Fellwar Stone	2.50	3.50
Festival	.35	.75
Fire and Brimstone	2.25	3.00
Fire Drake	1.50	2.50
Fissure	.35	.75
Flood	.75	1.50
Fountain of Youth	1.50	2.50
Frankenstein's Monster	8.00	12.00
Gaea's Touch	.75	1.50
Ghost Ship	.35	.75
Giant Shark	.35	.75
Goblin Caves	.35	.75
Goblin Digging Team	.35	.75
Goblin Hero	.35	.75
Goblin Rock Sled	.35	.75
Goblin Shrine	.35	.75
Goblin Wizard	5.00	8.00
Goblins of the Flarg	.35	.75
Grave Kobbers	5.00	8.00
Hidden Path	6.00	8.00
Holy Light	.35	.75
Inferno	4.00	6.00
Inquisition	.35	.75
Knights of Thorn	6.00	10.00
Land Leeches	.35	.75
Leviathan	4.00	6.00
Living Armor	1.50	2.50
Lurker	4.00	6.00
Mana Clash	3.25	4.00
Mana Vortex	5.00	8.00
Marsh Gas	.35	.75
Marsh Goblins	.35	.75
Marsh Viper	.35	.75
Martyr's Cry	4.00	6.00
Maze of Ith	6.00	10.00
Merfolk Assassin	4.00	6.00
Mind Bomb	3.25	4.00
Miracle Worker	.35	.75
Morale	.35	.75
Murk Dwellers	.35	.75
Nameless Race	4.00	6.00
Necropolis	1.50	2.50
Niall Silvain	4.00	6.00
Orc General	2.50	3.50
People of the Woods	3.25	4.00
Pikemen	.35	.75
Preacher	8.00	12.00
Psychic Allergy	4.00	6.00
Rag Man	4.00	6.00
Reflecting Mirror	3.50	5.00
Riptide	.35	.75
Runesword	1.50	2.50
Safe Haven	4.00	6.00
Saveen Elves	.35	.75
Scarecrow	3.50	5.00
Scarwood Bandits	5.00	8.00
Scarwood Goblins	.35	.75
Scarwood Hag	2.50	3.50
Scavenger Folk	.35	.75
Season of the Witch	5.00	8.00
Sisters of the Flame	.75	1.50
Skull of Orm	4.00	6.00
Sorrow's Path	3.25	4.00
Spitting Slug	1.50	2.50
Squire	.35	.75
Standing Stones	2.25	3.00
Stone Calendar	6.00	8.00
Sunken City	.35	.75
Tangle Kelp	1.50	2.50
Tivador's Crusade	1.50	2.50
Tormod's Crypt	1.50	2.50
Tower of Coireall	1.50	2.50
Tracker	5.00	8.00
Uncle Istvan	1.50	2.50
Venom	.35	.75
Wand of Ith	2.50	3.50
War Barge	3.50	5.00
Water Wurm	.35	.75
Whippoorwill	2.50	3.50
Witch Hunter	3.00	5.00
Word of Binding	.35	.75
Worms of the Earth	4.00	6.00
Wormwood Treefolk	4.00	6.00

FALLEN EMPIRES

Full Set (187 cards)	$45.00	60.00
Booster Pack (8 cards)	.75	1.25
Booster Box (60 packs)	40.00	55.00

Aesthir Glider	1.50	2.50
Armor Thrull	.35	.75
Balm of Restoration	1.50	2.50
Basal Thrull	.35	.75
Bottomless Vault	3.25	4.00
Brassclaw Orcs	.35	.75
Breeding Pit	1.50	2.50
Combat Medic	.35	.75
Conch Horn	1.25	2.00
Deep Spawn	.75	1.50
Delif's Cone	.35	.75
Delif's Cube	1.25	2.00
Derelor	1.50	2.50
Dreconian Cylix	2.50	3.50
Dwarven Armorer	2.50	3.50
Dwarven Catapult	.75	1.50
Dwarven Hold	2.25	3.00
Dwarven Lieutenant	.75	1.50
Dwarven Ruins	.75	1.50
Dwarven Soldier	.35	.75
Ebon Proctor	3.50	5.00
Ebon Stronghold	1.25	2.00
Elven Fortress	.35	.75
Elvish Farmer	2.50	3.50
Elvish Hunter	.35	.75
Elven Lyre	1.25	2.00
Elvish Scout	.35	.75
Farrel's Mantle	.75	1.50
Fanelli's Zealot	.35	.75
Fanelite Priest	.35	.75
Faol Thalrid	1.50	2.50
Fungal Bloom	3.50	5.00
Goblin Chirurgeon	.35	.75
Goblin Flotilla	2.50	3.50
Goblin Grenade	.35	.75
Goblin Kites	.75	1.50
Goblin War Drums	.35	.75
Goblin Wardens	3.25	4.00
Hand of Justice	4.00	6.00
Havenwood Battleground	1.25	2.00
Heroism	.75	1.50
High Tide	.35	.75
Hollow Trees	3.25	4.00
Homarid	.35	.75
Homarid Shaman	2.25	3.00
Homarid Spawning Bed	.75	1.50
Homarid Warrior	.35	.75
Hymn to Tourach	.35	.75
Icatian Infantry	.35	.75
Icatian Javelineers	.35	.75
Icatian Lieutenant	1.50	2.50
Icatian Moneychanger	.35	.75
Icatian Phalanx	.75	1.50
Icatian Priest	.75	1.50
Icatian Scout	.35	.75
Icatian Skirmishers	2.50	3.50
Icatian Store	3.25	4.00
Icatian Town	3.50	5.00
Implements of Sacrifice	1.50	2.50
Initiates of the Ebon Hand	.35	.75
Mercenaries	.35	.75
Mindstab Thrull	.35	.75
Necrite	.35	.75
Night Soil	.35	.75
Orcish Captain	.75	1.50
Orcish Spy	.35	.75
Orcish Veteran	.35	.75
Order of Leitbur	.35	.75
Order of the Ebon Hand	.35	.75
Orgg	2.25	3.00
Raiding Party	.75	1.50
Rainbow Vale	2.50	3.50
Ring of Renewal	2.25	3.00
River Merfolk	2.25	3.00
Ruins of Trokair	1.25	2.00
Sand Silos	2.50	3.50
Seasinger	2.25	3.00
Soul Exchange	1.25	2.00
Spirit Shield	1.50	2.50
Spore Cloud	.35	.75
Spore Flower	.75	1.50
Svyelunite Priest	.75	1.50
Svyelunite Temple	.75	1.50
Thallid	.35	.75
Thallid Devourer	.75	1.50
Thelon's Chant	1.25	2.00
Thelon's Curse	2.25	3.00
Thelonite Druid	.75	1.50
Thelonite Monk	2.50	3.50
Thorn Thallid	.35	.75
Thrull Champion	3.50	5.00
Thrull Retainer	.75	1.50
Thrull Wizard	.75	1.50
Tidal Flats	.35	.75
Tidal Influence	.35	.75
Tourach's Chant	.35	.75
Tourach's Gate	2.50	3.50
Vodalian Knights	3.50	5.00
Vodalian Mage	.35	.75
Vodalian Soldiers	.35	.75
Vodalian War Machine	2.50	3.50
Zelyon Sword	2.25	3.00

ICE AGE

Full Set (383 cards)	$375.00	450.00
Starter Deck (60 cards)	10.00	18.00
Starter Box (10 decks)	90.00	170.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	90.00	125.00

Abyssal Specter	1.50	2.50
Adarkar Sentinel	2.50	3.50
Adarkar Unicorn	.35	.75
Adarkar Wastes	4.00	6.00
Aegis of the Meek	4.00	6.00
Aggression	2.25	3.00
Altar of Bone	5.00	8.00
Amulet of Quoz	3.50	5.00
Anarchy	3.25	4.00
Arctic Foxes	.35	.75
Arcum's Sleigh	1.50	2.50
Arcum's Weathervane	2.00	3.00
Arcum's Whistle	2.00	3.00
Arenson's Aura	.35	.75
Armor of Faith	.35	.75
Armlet's Ascent	.35	.75
Ashen Ghoul	1.50	2.50
Aurochs	.35	.75
Avalanche	2.25	3.00
Balduvian Barbarians	.35	.75
Balduvian Bears	.35	.75
Balduvian Conjurer	1.50	2.50
Balduvian Hydra	7.00	9.00
Balduvian Shaman	.35	.75
Barbarian Guides	.35	.75
Barbed Sextant	.35	.75
Baton of Morale	2.00	3.00
Battle Cry	1.50	2.50
Battle Frenzy	.35	.75
Binding Grasp	3.00	5.00
Black Scarab	2.00	3.00
Blessed Wine	.35	.75
Blinking Spirit	5.00	8.00
Blizzard	5.00	8.00
Blue Scarab	2.00	3.00
Bone Shaman	.35	.75
Brainstorm	.35	.75
Brand of Ill Omen	5.00	8.00
Breath of Dreams	1.50	2.50
Brine Shaman	.35	.75
Brown Ouphe	.35	.75
Brushland	4.00	6.00
Burnt Offering	.35	.75
Call to Arms	6.00	8.00
Caribou Range	6.00	8.00
Celestial Sword	4.00	6.00
Centaur Archer	2.00	3.00
Chaos Lord	6.00	8.00
Chaos Moon	6.00	8.00
Chromatic Armor	6.00	8.00
Chub Toad	.35	.75
Circle of Protection: Black	.35	.75
Circle of Protection: Blue	.35	.75
Circle of Protection: Green	.35	.75
Circle of Protection: Red	.35	.75
Circle of Protection: White	.35	.75
Clairvoyance	.35	.75
Cloak of Confusion	.35	.75
Cold Snap	1.50	2.50
Conquer	2.50	3.00
Cooperation	.35	.75
Counterspell	.35	.75
Crown of the Ages	6.00	9.00
Curse of Mont Lage	6.00	8.00
Dance of the Dead	2.25	3.00
Dark Banishing	.35	.75
Dark Ritual	.35	.75
Death Ward	.35	.75
Deflection	10.00	18.00
Demonic Consultation	2.25	3.00
Despotic Scepter	4.00	6.00
Diabolic Vision	2.25	3.00

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

■	Ore Wolves	35	.75
❑	Orenchant	35	.75
■	Orcad Wight	5.00	7.00
■	Orcams of the Dead	1.50	2.50
■	Oraft of the Dead	2.00	3.00
❑	Orought	2.50	3.50
■	Dworven Armory	5.00	8.00
■	Earthlink	5.00	7.00
■	Earthlore	35	.75
■	Elder Druid	8.00	12.00
■	Elemental Augury	5.00	8.00
■	Elkin Bottle	4.00	6.00
❑	Elvish Healer	35	.75
❑	Enduring Renewal	6.00	8.00
❑	Energy Storm	6.00	8.00
■	Enervate	35	.75
■	Errant Minion	35	.75
■	Errantry	35	.75
■	Essence Filter	35	.75
■	Essence Flare	35	.75
■	Essence Vortex	2.00	3.00
■	Fanatical Fever	3.25	4.00
■	Fear	35	.75
■	Fiery Justice	4.00	6.00
■	Fire Covenant	2.00	3.00
■	Flame Spirit	2.00	3.00
■	Flare	35	.75
■	Flooded Woodlands	5.00	7.00
■	Flow of Maggots	5.00	7.00
■	Folk of the Pines	35	.75
■	Forbidden Lore	4.00	6.00
■	Force Void	1.50	2.50
■	Forest	05	.10
■	Forgotten Lore	2.00	3.00
❑	Formation	4.00	6.00
■	Foul Familiar	35	.75
■	Foxfire	35	.75
■	Freyalise Supplicant	1.50	2.50
■	Freyalise's Charm	1.50	2.50
■	Freyalise's Winds	5.00	7.00
■	Funeralo	2.50	3.50
❑	Fylgja	35	.75
■	Fyndhorn Bow	2.25	3.00
■	Fyndhorn Brownie	35	.75
■	Fyndhorn Elder	2.50	3.50
■	Fyndhorn Elves	35	.75
■	Fyndhorn Pollen	4.00	6.00
■	Game of Chaos	6.00	8.00
■	Gangrenous Zombies	35	.75
■	Gaze of Pain	35	.75
❑	General Jarkeld	6.00	8.00
■	Ghostly Flame	6.00	10.00
■	Giant Growth	35	.75
■	Giant Trap Door Spider	2.00	3.00
■	Glacial Chasm	2.00	3.00
■	Glacial Crevasses	4.00	6.00
■	Glacial Wall	1.50	2.50
■	Glaciers	4.00	6.00
■	Goblin Lyre	4.00	6.00
■	Goblin Mutant	2.25	3.00
■	Goblin Soppers	35	.75
■	Goblin Ski Patrol	35	.75
■	Goblin Snowman	2.00	3.00
■	Gorilla Pack	35	.75
■	Grovebind	4.00	6.00
❑	Green Scarab	2.00	3.00
■	Grizzled Wolverine	35	.75
❑	Hallowed Ground	1.50	2.50
■	Halls of Mist	5.00	8.00
❑	Heal	35	.75
■	Hecatomb	6.00	10.00
■	Hematite Talisman	1.50	2.50
❑	Hippodon	1.50	2.50
■	Hoor Shade	35	.75
■	Hot Springs	4.00	6.00
■	Howl from Beyond	35	.75
■	Hurricane	1.50	2.50
■	Hyalopterous Lemure	2.00	3.00
■	Hydroblast	35	.75
■	Hymn of Rebirth	2.50	3.50
■	Ice Berg	2.50	3.50
■	Ice Cauldron	5.00	8.00
■	Ice Floe	2.50	3.50
■	Icequake	2.50	3.50
■	Icy Manipulator	7.00	10.00
■	Icy Prison	5.00	7.00
■	Illusionary Forces	.35	.75
■	Illusionary Presence	4.00	6.00
■	Illusionary Terrain	2.25	3.00
■	Illusionary Wall	.35	.75
■	Illusions of Grandeur	6.00	8.00
■	Imposing Visage	.35	.75
■	Incinerate	.35	.75



TOP TEN HOTTEST CARDS

3) Jester's Mask

Ice Age's less-notable Reconstruction is much more desirable spell. Replace an opponent's hand with one you choose from his library... How many friendships do you think the Mask has tested?

■	Infernal Darkness	6.00	8.00
■	Infernal Denizen	6.00	8.00
■	Infinite Hourglass	5.00	7.00
■	Infuse	.35	.75
■	Island	05	.10
■	Jester's Cap	18.00	30.00
■	Jester's Mask	12.00	20.00
■	Jewelled Amulet	2.50	3.50
■	Johtull Wurm	2.00	3.00
■	Jokulhaups	7.00	10.00
■	Juniper Order Druid	.35	.75
❑	Justice	2.50	3.50
■	Karplusan Forest	4.00	6.00
■	Karplusan Giant	2.50	3.50
■	Karplusan Yeti	6.00	9.00
❑	Kelsinko Ranger	.35	.75
■	Kjeldoran Dead	.35	.75
❑	Kjeldoran Elite Guard	2.25	3.00
■	Kjeldoran Frostbeast	2.00	3.00
❑	Kjeldoran Guard	.35	.75
❑	Kjeldoran Knight	5.00	7.00
❑	Kjeldoran Phalanx	5.00	7.00
❑	Kjeldoran Royal Guard	6.00	9.00
❑	Kjeldoran Skycaptain	2.25	3.00
❑	Kjeldoran Skyknight	.35	.75
❑	Kjeldoran Warrior	.35	.75
■	Knights of Stromgald	2.25	3.00
■	Krovikan Elementalist	2.25	3.00
■	Krovikan Fetish	.35	.75
■	Krovikan Sorcerer	.35	.75
■	Krovikan Vampire	3.50	5.00
■	Land Cap	5.00	7.00
■	Lapis Lazuli Talisman	1.50	2.50
■	Lava Burst	.35	.75
■	Lava Tubes	5.00	7.00
■	Legions of Lim-Dûl	.35	.75
■	Leshroc's Rite	1.50	2.50
■	Leshroc's Spit	1.50	2.50
■	Lhurgoyf	8.00	12.00
■	Lim-Dûl's Cohort	.35	.75
■	Lim-Dûl's Hex	2.25	3.00
❑	Lightning Blow	4.00	6.00
❑	Lost Order of Jarkeld	5.00	8.00
■	Lure	1.50	2.50
■	Maddening Wind	1.50	2.50
■	Magus of the Unseen	8.00	10.00
■	Malachite Talisman	1.50	2.50
■	Morton Stromgald	8.00	12.00
■	Melee	1.50	2.50
■	Melting	1.50	2.50
❑	Mercenaries	4.00	6.00
■	Meriete Ri Bant	5.00	7.00
■	Mesmeric Trance	4.00	6.00
■	Meteor Shower	.35	.75
■	Mind Ravel	.35	.75
■	Mind Warp	2.00	3.00
■	Mind Whip	4.00	6.00
■	Minion of Leshrac	8.00	10.00
■	Minion of Tevesh Szat	6.00	8.00
■	Mistfolk	.35	.75
■	Mole Worms	2.25	3.00
■	Monsoon	4.00	6.00
■	Moor Fiend	.35	.75
■	Mountain	05	.10
■	Mountain Goat	.35	.75



TOP TEN HOTTEST CARDS

2) Jester's Cap

If his duds are this powerful, we'd hate to bump into the Jester himself. Dropping a slot this month is the Cap, which allows you to search your opponent's library and remove three cards from the game. Ouch.

■	Mountain Titan	5.00	7.00
■	Mudslide	5.00	7.00
■	Musician	5.00	8.00
■	Mystic Might	4.00	6.00
■	Mystic Remora	.35	.75
■	Nacre Talisman	1.50	2.50
■	Naked Singularity	5.00	7.00
■	Nature's Lore	1.50	2.50
■	Necropotence	5.00	7.00
■	Nornit	.35	.75
■	Oath of Lim-Dûl	5.00	7.00
■	Onyx Talisman	1.50	2.50
■	Orcish Commoners	1.50	2.50
■	Orcish Conscripts	.35	.75
■	Orcish Farmer	.35	.75
■	Orcish Healer	2.00	3.00
■	Orcish Librarian	4.00	6.00
■	Orcish Lumberjack	.35	.75
■	Orcish Squatters	6.00	8.00
❑	Order of the Sacred Torch	6.00	8.00
❑	Order of the White Shield	2.00	3.00
■	Pale Bears	4.00	6.00
■	Panic	.35	.75
■	Pentagram of the Ages	7.00	10.00
■	Pestilence Rats	.35	.75
■	Phantasmal Mount	2.50	3.50
■	Pit Trap	2.25	3.00
■	Plains	05	.10
■	Polar Kraken	8.00	12.00
■	Portent	.35	.75
■	Power Sink	.35	.75
■	Pox	6.00	10.00
❑	Prismatic Ward	.35	.75
■	Pygmy Allosaurus	4.00	6.00
■	Pyknite	.35	.75
■	Pyroblast	.35	.75
■	Pyroclasm	2.50	3.50
❑	Rally	.35	.75
■	Ray of Command	.35	.75
■	Ray of Erasure	.35	.75
■	Reality Twist	6.00	9.00
■	Reclamation	4.00	6.00
❑	Red Scarab	2.00	3.00
■	Regeneration	.35	.75
■	Rime Dryad	.35	.75
■	Ritual of Subdual	5.00	8.00
■	River Delta	4.00	6.00
■	Runed Arch	5.00	8.00
■	Sabretooth Tiger	.35	.75
❑	Sacred Boon	2.25	3.00
■	Scaled Wurm	.35	.75
■	Sea Sprite	2.25	3.00
■	Seizures	.35	.75
❑	Seraph	10.00	15.00
■	Shambling Strider	.35	.75
■	Shatter	.35	.75
❑	Shield Bearer	.35	.75
■	Shield of the Ages	2.25	3.00
■	Shyft	7.00	10.00
■	Sibilant Spirit	7.00	10.00
■	Silver Erne	2.00	3.00
■	Skeleton Ship	7.00	10.00
■	Skull Catapult	2.00	3.00
■	Sleight of Mind	2.50	3.00
■	Snow-Covered Forest	.15	.35
■	Snow-Covered Island	.15	.35
■	Snow-Covered Mountain	.15	.35
■	Snow-Covered Plains	.15	.35
■	Snow-Covered Swamp	.15	.35
■	Snow Devil	.35	.75
■	Snow Fortress	6.00	8.00
❑	Snow Hound	2.00	3.00
■	Snowblind	4.00	6.00
■	Snowfall	.35	.75
■	Soldevi Golem	5.00	8.00
■	Soldevi Machinist	2.00	3.00
■	Soldevi Simulacrum	2.00	3.00
■	Songs of the Damned	.35	.75
■	Soul Barrier	2.00	3.00
■	Soul Burn	.35	.75
■	Soul Kiss	.35	.75
■	Spectral Shield	2.50	3.50
■	Spoils of Evil	5.00	8.00
■	Spoils of War	7.00	10.00
■	Staff of the Ages	5.00	7.00
■	Stampede	6.00	8.00
■	Stench of Evil	2.50	3.50
■	Stone Rain	.35	.75
■	Stone Spirit	2.00	3.00
■	Stonehands	.35	.75
■	Storm Spirit	6.00	8.00
■	Stormbind	5.00	7.00
■	Stromgald Cabal	6.00	8.00
■	Stunted Growth	5.00	8.00
■	Sulfurous Springs	4.00	6.00
■	Sunstone	1.50	2.50
■	Swamp	05	.10
❑	Swords to Plowshares	1.50	2.50
■	Tarpan	.35	.75
■	Thermokarst	2.25	3.00
■	Thoughtleech	2.25	3.00
■	Thunder Wall	2.50	3.50
■	Timberline Ridge	5.00	7.00
■	Time Bomb	6.00	8.00
■	Tinder Wall	.35	.75
■	Tor Giant	.35	.75
■	Total War	5.00	8.00
■	Touch of Death	.35	.75
■	Touch of Vitae	2.00	3.00
■	Trailblazer	5.00	7.00
■	Underground River	4.00	6.00
■	Updraft	1.50	2.50
■	Urza's Bauble	1.50	2.50
■	Veldt	5.00	7.00
■	Venemous Breath	2.00	3.00
■	Vertigo	2.00	3.00
■	Vexing Arcanix	5.00	8.00
■	Vibrating Sphere	4.00	6.00
■	Walking Wall	3.25	4.00
■	Wall of Lava	2.00	3.00
■	Wall of Pine Needles	2.00	3.00
■	Wall of Shields	2.00	3.00
■	War Chanot	2.25	3.00
❑	Warning	.35	.75
■	Whalebone Glider	2.00	3.00
❑	White Scarab	2.00	3.00
■	Whiteout	2.25	3.00
■	Wild Growth	.35	.75
■	Wind Spirit	2.25	3.00
■	Wings of Aesthir	2.25	3.00
■	Winter's Chill	6.00	8.00
■	Withering Wisps	1.50	2.50
■	Wittigo	6.00	9.00
■	Woolly Mammoths	.35	.75
■	Woolly Spider	.35	.75
■	Word of Blasting	2.00	3.00
■	Word of Undoing	.35	.75
■	Wrath of Marit Lage	5.00	8.00
■	Yavimaya Gnats	2.50	3.50
■	Zur's Weirding	6.00	10.00
■	Zuran Enchanter	.35	.75
■	Zuran Orb	2.50	3.50
■	Zuran Spellcaster	.35	.75

SEE NEXT PAGE FOR FULL CHRONICLES PRICE GUIDE !

KEY: ■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

CHRONICLES

Full Set (125 cards)	$60.00	90.00
Booster Pack (12 cards)	2.00	4.00
Booster Box (45 packs)	90.00	150.00
❑ Abu Ja'far	2.00	8.00
Active Volcano	.35	.75
❑ Akron Legionnaire	3.00	5.00
Aladdin	5.00	8.00
❑ Angelic Voices	5.00	8.00
Arcades Sabbath	7.00	10.00
Arena of the Ancients	3.00	5.00
Argothian Pixies	.35	.75
Ashnod's Altar	.50	1.00
Ashnod's Transmogrant	.75	1.00
Axelrod Gunnarson	5.00	8.00
Ayesha Tanaka	4.00	6.00
Azure Drake	1.50	2.50
Banshee	.75	1.50
Bart's Cage	3.00	5.00
Beasts of Bogardan	1.50	2.50
❑ Blood of the Martyr	.75	1.00
Blood Moon	4.00	6.00
Bog Rats	.35	.75
Book of Rass	1.50	2.50
Boomerang	.35	.75
Bronze Horse	4.00	6.00
Cat Warriors	.35	.75
Chromium	7.00	10.00
City of Brass	6.00	8.00
Coroon	1.50	2.50
Concordant Crossroads	5.00	8.00
Crow Giant	2.00	4.00
Cuombajj Witches	.35	.75
Cyclone	3.50	6.00
❑ D'Avenant Archer	.75	1.50
Dakkon Blackblade	7.00	10.00
Dance of Many	3.00	5.00
Dandan	.35	.75
❑ Divine Offering	.75	1.50
Emerald Dragonfly	.35	.75
Enchantment Alteration	.75	1.00
Erhnam Djinn	3.00	5.00
Fallen, The	.75	1.50
Fallen Angel	2.00	4.00
Feldon's Cane	.75	1.50
Fire Drake	.75	1.50
Fishliver Oil	.35	.75
Flash Flood	.35	.75
Fountain of Youth	.75	1.50
Gabriel Angelfire	4.00	6.00
Gauntlets of Chaos	4.00	6.00
Ghazban Ogre	.35	.75
Grant Slug	.35	.75
Goblin Artisans	.75	1.00
Goblin Digging Team	.35	.75
Goblin Shrine	.35	.75
Goblins of the Flarg	.35	.75
Hasran Ogress	.35	.75
Hell's Caretaker	6.00	8.00
Horn of Deafening	4.00	6.00
❑ Indestructible Aura	.35	.75
❑ Ivory Guardians	1.00	2.00
Jalum Tome	2.50	3.00
Jeweled Bird	3.00	5.00
Jihan	5.00	7.00
Juxtapose	3.00	5.00
❑ Keepers of the Faith	.35	.75
Kei Takahashi	2.00	4.00
Land's Edge	4.00	6.00
Living Armor	.75	1.50
Marhault Elsdragon	1.50	2.50
Metamorphasis	.35	.75
Mountain Yeti	.35	.75
Nebuchadnezzar	5.00	8.00
Nicol Bolas	7.00	10.00
Obelisk of Undoing	5.00	8.00
Palladia-Mors	7.00	10.00
❑ Petra Sphynx	3.00	5.00
Primordial Ooze	1.00	2.00
Puppet Master	1.00	2.00
Rabid Wombat	2.00	4.00
Rakalite	1.50	2.50
Recoil	4.00	6.00
Remove Soul	.35	.75
❑ Repentant Blacksmith	.35	.75
Revelation	4.00	6.00
Rubinia Soulsinger	5.00	8.00
Runesword	.75	1.50
Safe Haven	3.25	4.00
Scavenger Folk	.35	.75
Sentinel	3.00	5.00



TOP TEN HOTTEST CARDS

1) Deflection

The new king of the hill is the latest counter spell. This one's got a twist: it redirects the spell to a target of your choice. Makes you want to go against direct-damage decks, eh?

Serpent Generator	5.00	8.00
❑ Shield Wall	1.00	2.00
Shivan Night Stalker	1.50	2.50
Sivitri Scarzam	1.50	2.50
Sol'kanar the Swamp King	5.00	8.00
Stangg	3.50	5.00
Storm Seeker	3.00	5.00
Takklemaggot	1.00	2.00
Teleport	3.25	4.00
Tobias Andrion	1.50	2.50
Tor Wauki	2.00	3.00
Tormod's Crypt	.75	1.50
Transmutation	.35	.75
Triassic Egg	3.00	5.00
Urza's Mine (4 versions)	.35	.75
Urza's Power Plant (4 ver.)	.35	.75
Urza's Tower (4 versions)	.35	.75
Vaevictis Asmadi	7.00	10.00
Voodoo Doll	3.00	5.00
Wall of Heat	.35	.75
Wall of Opposition	2.00	3.00
Wall of Shadows	.35	.75
Wall of Vapor	.35	.75
Wall of Wonder	1.00	2.00
❑ War Elephant	.35	.75
❑ Witch Hunter	2.00	3.00
Wretched, The	7.00	10.00
Xira Arien	5.00	8.00
Yawgmoth Demon	5.00	8.00

SPECIAL OFFERS

Arena	6.00	10.00
Giant Badger	6.00	10.00
Mana Crypt	7.00	10.00
Nalathni Dragon	6.00	10.00
Sewers of Estark	6.00	10.00
Windseeker Centaur	6.00	10.00

FACTORY SETS

This set is known as the "Gamesh Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are *not* tournament legal.

M:TG Beta Factory Set (363 cards)
10,000 Printed — $200.00 — 250.00

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also *not* tournament legal.

M:TG Beta International Factory Set (363 cards)
5,000 Printed — $275.00 — 350.00

This set contains two 60-card Revised starter decks, 30 counters, and a Revised checklist.

M:TG Revised Boxed Set — $20.00 — 25.00

This set contains two, 60-card Fourth Edition starter decks, 30 counters, and a Fourth Edition checklist.

M:TG 4th Edition Boxed Set — $18.00 — 25.00

WENT UP | WENT DOWN | HEAVILY TRADED

MANUFACTURERS' ADDRESSES

ATLAS GAMES
PO Box 131233
Roseville, Minnesota 55113
Game: *On The Edge*

BLACK DRAGON PRESS
PO Box 362
Logan, Utah 83705
Game: *Tempest of the Gods*

CACTUS GAME DESIGN
1553 South Military Highway
Chesapeake Bay, Virginia 23320
Game: *Redemption*

CALIBER GAME SYSTEMS
11918 Farmington Road
Livonia, Michigan 48150
Game: *Powercardz*

CARD SHARKS
1418 North Clinton Boulevard
Bloomington, Illinois 61701
Game: *Super Deck!*

CARDZ
2505 North Highway 360 7th Fl.
Grand Prairie, Texas 75050
Game: *Hybonan Gates*

COLUMBIA GAMES
PO Box 3457
Blaine, Washington 98231
Game: *Dixie*

COMIC IMAGES
280 Midland Avenue
Saddlebrook, New Jersey 07663
Game: *Star Quest*

COMICO
119 West Hubbard 4th Floor
Chicago, Illinois 60610
Game: *Chrysalis*

COMPANION GAMES
PO Box 392
Stamford, New York 12167
Game: *Galactic Empires*

DAEDALUS GAMES
PO Box 880
Mercer Island, Washington 98040-0880
Game: *Shadowfist*

DECIPHER
PO Box 56
Norfolk, Virginia 23501-0056
Games: *Star Trek, Star Wars*

DESTINI PRODUCTIONS INCORPORATED
73 Fessenden Street
Warwick, Rhode Island 02886
Game: *Flights of Fantasy*

FLEER
1120 Route 73 Executive Plaza
Suite 300
Mount Laura, New Jersey 08054
Game: *Marvel OverPower*

FPG
2539 Washington Road
Building 1000
Pittsburgh, Pennsylvania 15241
Game: *Guardians*

HEARTBREAKER HOBBIES AND GAMES
1260 E. Woodland Avenue
Springfield, Pennsylvania 19064
Games: *Doomtrooper, Supernova*

IRON CROWN ENTERPRISES
PO Box 1605
Charlottesville, Virginia 22902
Game: *Middle-Earth*

KNIGHT PRESS
264 Main Street
Florence, Kentucky 41042
Game: *Realms Arcana*

LAST UNICORN GAMES
PO Box H
New Cumberland, Pennsylvania 17070
Game: *Heresy*

MAG FORCE 7
PO Box 1106
Williams Bay, Wisconsin 53191-1106
Game: *Star of the Guardians*

MAYFAIR GAMES
5641 Howards Street
Niles, Illinois 60714
Game: *SimCity*

MEDALLION SIMULATIONS
475 W. Sierra Suite 168
Fresno, California 93704
Games: *Echelons of Fury/Fire*

NEW MILLENNIUM
PO Box 12582
Albany, New York 12212-2582
Game: *Battlelords*

OUTER EARTH
5996 NE Haystack Street
Hillsboro, Oregon 97124
Game: *Moons of Khador*

PRECEDENCE
2090 East University #109
Tempe, Arizona 85285
Game: *Gridiron*

STEVE JACKSON GAMES
PO Box 18957
Austin, Texas 78760
Game: *Illuminati: New World Order*

THUNDER CASTLE GAMES
PO Box 11529
Kansas City, Missouri 64138
Games: *Towers in Time, Highlander*

TSR
201 Sheridan Springs Road
Lake Geneva, Wisconsin 53147
Games: *Spellfire, Blood Wars*

ULTIMATE GAMES
1665 Willow Street
San Jose, California 95125-5149
Game: *Ultimate Combat!*

U.S. GAMES
179 Ludlow Street
Stamford, Connecticut 06902
Game: *Wyvern*

WHITE WOLF
4598B Stonegate Industrial Blvd.
Stone Mountain, GA 30083
Games: *Rage, Vampire: The Eternal Struggle*

WILDSTORM
888 Prospect Street Suite 240
La Jolla, California 92037
Game: *WildStorms*

WIZARDS OF THE COAST
PO Box 707
Renton, Washington 98057-0707
Games: *Magic: The Gathering, Vampire: The Eternal Struggle*



INQUEST price guide

BLOOD WARS
TSR 1995

Full Set (334 cards)	$300.00	400.00
Starter Deck Duals (100 cards)	8.00	10.00
Starter Box (10 duel decks)	75.00	100.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00
Assassination Plot	5.00	8.00
Chaos Beast	4.00	6.00
Lady of Pain	25.00	35.00
Shield Maidens of Odin	4.00	6.00
Tiamat	5.00	8.00

FACTOLS AND FACTIONS
TSR 1995

Full Set (134 cards)	$40.00	60.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

DIXIE
COLUMBIA GAMES 1995

Full Set (200 cards)	$50.00	70.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	80.00	100.00
Booster Pack		NONE
Buck Woods	.75	1.50
Color-Guard	.75	1.50
Rebel Yell	1.25	2.00
10 POR Parrott	.75	1.50
12 POR Howitzer	1.25	2.00

DIXIE: SHILOH
COLUMBIA GAMES 1995

Full Set (400 cards)	$90.00	$150.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	100.00	110.00
Booster Pack		NONE

DOOMTROOPER
Heartbreaker 1995

Full Set (337 cards)	$275.00	350.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.00	1.50
Booster Box (36 packs)	75.00	90.00
Alakhr The Cunning	7.00	10.00
Cardinal Dominic	7.00	10.00
Crenshaw The Mortificator	7.00	10.00
Nimrod Autocannon	5.00	8.00
Personal Anti-Personnel Mines	7.00	10.00

INQUISITION EXPANSION
HEARTBREAKER 1995

Full Set (170 cards)	$150.00	200.00
Booster Pack (8 cards)	2.25	2.50
Booster Box (60 packs)	75.00	90.00

ECHELONS OF FIRE/FURY
Alternate Stories 1995

Full Fire Set (69 cards)	$30.00	50.00
Full Fury Set (57 cards)	30.00	50.00
Fire Starter Deck (65 cards)	8.00	10.00
Fire Starter Box (10 decks)	75.00	100.00
Fire Booster Pack (15 cards)	2.50	3.00
Fire Booster Box (36 packs)	85.00	110.00
Fury Starter Deck (65 cards)	8.00	12.00
Fury Starter Box (10 decks)	75.00	100.00
Fury Booster Pack (15 cards)	2.50	3.00
Fury Booster Box (36 packs)	85.00	110.00

FLIGHTS OF FANTASY
Decipher Inc. 1994

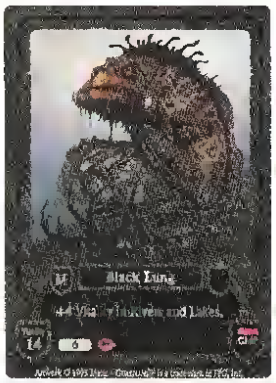
Full Set (108 cards)	$40.00	60.00
Starter Deck		NONE
Booster Pack (10 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

GALACTIC EMPIRES
Columbia Games 1995

Full Set (440)	$175.00	210.00
Starter Deck (55 cards)	8.00	9.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00
Dragon Hatchling	4.00	6.00
Dragon Lair	4.00	6.00
Moon Dragoness	5.00	8.00
Monster Overstrike	3.50	5.00
Scintillating Dragoness	3.50	5.00

NEW EMPIRES EXPANSION
COMPANION GAMES 1995

Full Set (209 cards)	$75.00	125.00
Booster Pack (12 cards)	2.00	2.25
Booster Box	80.00	100.00
Ancient Spacefarer	2.50	3.50
Fighter Pilot	2.50	3.50
Spiritual Leader	2.50	3.50
Stellar Map	2.25	3.50
Volatile Cargo	3.25	4.00



GUARDIANS– BLACK LUNG

GUARDIANS
Fleer 1995

Full set (287 cards)	•	•
Starter Deck (60 cards)	$9.00	12.00
Starter Deck Box (10 decks)	90.00	110.00
Booster Pack (14 cards)	2.75	3.00
Booster Box (36 packs)	95.00	100.00



HIGHLANDER– RUN THROUGH

HIGHLANDER
The Wiz Comics 1995

Full Set (165 cards)	•	•
Starter Deck (52 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00



HYBORIAN GATES– WERE-LION

HYBORIAN GATES
Cardz, Inc.

Full Set (450 cards)	•	•
Starter Deck (110 cards)	$10.00	12.00
Starter Box (6 dual decks)	60.00	70.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00



ILLUMINATI– A.M.A.

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION
Steve Jackson Games 1995

Card names are in gold printing.

Full Set (412 cards)	$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Duel Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (15 cards)	4.00	5.00
Booster Box (36 packs)	110.00	160.00
Unlisted Singles	.25	.50
Adepts of Hermes	1.50	2.50
Air Magic	1.50	2.50
An Offer You Can't Refuse	1.50	2.50
Angst	1.50	2.50
Annual Convention	1.50	2.50
Antiwar Activists	1.50	2.50
Ark of the Covenant	1.50	2.50
B.A.T.F.	1.25	2.00
Bank Merger	1.50	2.50
Bank of England	1.50	2.50
Bavarian Illuminati	1.50	2.50
Bermuda Triangle	1.50	2.50
Big Sellout, The	1.50	2.50
Bigger Business	.75	1.50
Blitzkrieg	3.25	4.00
Bodyguard	1.50	2.50
Book of Kells	.75	1.50
Botched Contact	.75	1.50
Bribery	.75	1.50
C.I.A.	3.25	4.00
Canada	1.50	2.50
Cattle Mutilators	1.50	2.50
Celebrity Spokesmen	.75	1.50
Censorship	.75	1.50
Center For Disease Control	.75	1.50
CFIAIO	1.50	2.50
China	1.50	2.50
Church of Elvis	.75	1.50
Clans	1.25	2.00
Combined Disasters	1.50	2.50
Comic Books	.75	1.50
Commitment	.75	1.50
Computer Security	1.50	2.50
Computer Virus	.75	1.50
Congressional Wives	.75	1.50
Corruption	1.50	2.50
Count Dracula	1.50	2.50
Counter-Revolution	1.50	2.50
Counterspell	.75	1.50
Cover of Darkness	1.50	2.50
Cover-Up	1.50	2.50
Criminal Overlords	1.50	2.50
Crystal Skull	1.50	2.50
Cyborg Soldiers	3.25	4.00
Deasil Engine	1.50	2.50
Death Mask	.75	1.50
Democrats	.75	1.50
Deprogrammers	1.50	2.50
Dinosaur Park	.75	1.50
Discordian Society	1.50	2.50
Dollars for Decency	.75	1.50
Eat the Rich	1.50	2.50
EFF	1.50	2.50
18 1/2 Minute Gap	1.50	2.50
Elders of Zion	1.50	2.50
Elvis	.75	1.50
Embezzlement	3.25	4.00
Empty Vee	2.50	3.50
Energy Crisis	1.25	2.00
Evil Geniuses...Tomorrow	1.50	2.50
Faction Fight	1.50	2.50
Fear and Loathing	.75	1.50
Federal Reserve	.75	1.50
Feminists	.75	1.50
Fidel Castro	.75	1.50
Finland	1.50	2.50
First Thing...Kill All Lawyers	1.50	2.50
Flower Power	.75	1.50
Foiled!	.75	1.50
Forgery	.75	1.50
Freaking the Mundanes	.75	1.50
Fred Birch Society	1.50	2.50
Gang War	.75	1.50
Gay Activists	.75	1.50
Germany	3.25	4.00
Giant Kudzu	.75	1.50
Gnomes of Zurich	1.50	2.50
Goldfish Fanciers	1.50	2.50
Great Pyramid, The (Mag. Insert)	1.50	2.50
Gremlins	1.50	2.50
Gun Control	.75	1.50
Hackers	.75	1.50
Hand of Madness, The	1.50	2.50
Head in a Jar	.75	1.50
Hex	1.50	2.50
Hidden City	.75	1.50
Hidden Influence	1.50	2.50
Hitler's Brain	3.25	4.00
Hoax	.75	1.50
Hollywood	.75	1.50
Holy Grail, The	1.50	2.50
I Lied	.75	1.50
I.R.S.	.75	1.50
Immortality Serum	1.50	2.50
Intnt'l Communist Conspiracy	1.50	2.50
Intnt'l Weather Organization	.75	1.50
Israel	1.50	2.50
Italy	3.25	4.00
Jimmy Hoffa	2.25	3.00
Junk Mail	.75	1.50
Kill for Peace!	1.50	2.50
L-4 Society	.75	1.50
Law and Order	.75	1.50
Let Them Eat Cake!	.75	1.50
Let's Get REALLY Organized	.75	1.50
Let's You and Him Fight	1.50	2.50
Libertarians	2.50	3.50
Library at Alexandria, The	.75	1.50
Liquor Companies	1.50	2.50
Local Police Departments	.75	1.50
Logic Bomb	1.50	2.50
Mafia, The	3.25	4.00
Manuel Noriega	.75	1.50
Margaret Thatcher	.75	1.50
Market Manipulation	.75	1.50
Mass Murder	1.50	2.50
Media Connections	1.50	2.50
Men in Black, The	3.25	4.00
Messiah	1.50	2.50
Meteor Strike	.75	1.50
MI-5	.75	1.50
Mistaken Identity	1.50	2.50
Mossad	1.50	2.50
Multinational Oil Corporations	.75	1.50

• PRICE NOT AVAILABLE

Murphy's Law	.75	1.50
N.S.A.	3.25	4.00
Nancy Reagan	1.50	2.50
NASA	.75	1.50
NATO	1.50	2.50
Necronomicon	.75	1.50
Network, The	1.50	2.50
New Federal Budget	.75	1.50
New York	.75	1.50
Nice Idea, It's Mine Now!	1.50	2.50
Offshore Banks	.75	1.50
Ollie North	.75	1.50
Opportunity Knocks	2.50	3.50
Orbit One	.75	1.50
Oregon Crud, The	1.50	2.50
Perpetual Motion Machine	3.25	4.00
Phone Company	.75	1.50
Plague of Ourmans	2.50	3.50
Pledge Drive	.75	1.50
Political Correctness	.75	1.50
Pollsters	3.25	4.00
Power for Its Own Sake	1.50	2.50
Power to the People	.75	1.50
Prince Charles	.75	1.50
Princess Di	.75	1.50
Professional Sports	.75	1.50
Psychiatrists	1.25	2.00
Pyr. Mkt'g Schemes (Mag. Ins.)	1.50	2.00
Rain of Frogs	.75	1.50
Reach Out	1.50	2.50
Red Cross	1.50	2.50
Red Scare	.75	1.50
Reformed Church of Satan	.75	1.50
Reload!	.75	1.50
Republicans	.75	1.50
Resistance is Useless!	2.50	3.50
Revolution!	.75	1.50
Rewriting History	1.50	2.50
Rifkinites	1.50	2.50
Robot Sea Monsters	.75	1.50
Ross Perot	1.50	2.50
S.M.O.F.	2.50	3.50
Sabotage	1.50	2.50
Saddam Hussein	.75	1.50
Saturday Morning Cartoons	.75	1.50
Savings and Loans	1.50	2.50
Savings & Loan Scam	.75	1.50
Scandal	2.50	3.50
Secret Service	1.50	2.50
Secrets Man Was Not to Know	.75	1.50
Secular Humanists	.75	1.50
Seize the Time!	1.50	2.50
Senate Investigating Committee	2.50	3.50
Servants of Cthulhu	1.50	2.50
Shangri-La	1.50	2.50
Shroud of Turin	3.25	4.00
Silicon Valley	.75	1.50
Sniper	.75	1.50
Soulburner	3.25	4.00
South American Nazis	2.50	3.50
Spasm of Violence	1.50	2.50
Stars are Right, The	1.50	2.50
Subliminals	3.25	4.00
Sucked Dry and Cast Aside!	.75	1.50
Suicide Squad	.75	1.50
Supreme Court	1.50	2.50
Sweeping Reforms	.75	1.50
Tabloids	.75	1.50
Tax Breaks	.75	1.50
Tax Reform	1.50	2.50
Texas	3.25	4.00
Thousand Points of Light, A	.75	1.50
Time Warp	2.50	3.50
Trading Card Game (Mag. Ins.)	1.50	2.50
Trilateral Commission	2.50	3.50
UFOs	1.50	2.50
Underground Newspapers	3.25	4.00
Unlucky 13	2.50	3.50
Unmasked!	3.25	4.00
Up Against the Wall	1.50	2.50
Volcano	.75	1.50
Voodanistas	.75	1.50
Warehouse 23	.75	1.50
Weak Link, The	1.50	2.50
Weather Satellite	.75	1.50
Withering Curse	1.50	2.50
World Cup Victory	1.50	2.50
World War 3	1.50	2.50

ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

STEVE JACKSON GAMES 1994

Card names are in various colors

Full Set (412 cards)	$250.00	350.00
Starter Deck Duel (110 cards)	8.00	10.00
Starter Box (5 duel decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00
Single Cards	0.5–1x Limited Price	



JYHAD– UNDEAD STRENGTH

JYHAD

WIZARDS OF THE COAST 1994

Full Set (438 cards)	$275.00	400.00
Starter Deck (76 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (19 cards)	1.50	2.00
Booster Box (36 packs)	50.00	70.00
Anarch Troublemaker	4.00	6.00
Arcane Library	4.00	6.00
Ivory Bow	6.00	10.00
Millicent Smith	4.00	6.00
Political Ally	4.00	6.00



ON THE EDGE–MUTANT AMBUSH

ON THE EDGE

ATLAS GAMES 1994

Full Set (269 cards)	$125.00	200.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00
Asha Ryhar	3.50	5.00
Constance D'Aubonne	2.25	3.00
Cyril Doros	3.50	5.00
Debora Grierson	3.25	4.00
Havani Shagosemi	2.50	3.50

CUT-UPS PROJECT EXPANSION

ATLAS GAMES 1995

Full Set (117 cards)	$70.00	100.00
Booster Pack (10 cards)	2.00	2.25
Booster Box (60 packs)	110.00	130.00
Andalusia	3.50	5.00
Jacob Brinker	4.00	6.00
Cheap Baboon Trick	3.50	5.00
Eyeballs Drillbit	3.25	4.00
Ram of Walrus	2.50	3.50

SHADOWS EXPANSION

ATLAS GAMES 1995

Full Set (117 cards)	$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

MARVEL OVERPOWER

FLEER 1995

Full Set (388 cards)	•	•
Starter Deck (6 diff/62 cards)	$8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (9 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00



POWERCARDZ– DEMONICUS

POWERCARDZ

CALIBER GAMES 1995

Full Series 1 (120 cards)	$40.00	60.00
Starter Deck (Both Versions)	8.00	9.00
Starter Box (12 decks)	75.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00



RAGE– ENTRAIL REND

RAGE

WIZARDS OF THE COAST 1995

Full Set (321 cards)	$200.00	300.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00
.38 Special	.75	1.25
9mm Semi-Auto Pistol	.75	1.25
Alaskan Wolf Hunt	2.50	3.50
Alexandru ThunderRage	25.00	35.00
Alias	2.50	3.50
Allamonda	2.50	3.50
Allison Kachina	3.50	4.50
Amon Hawks-from-Soul	1.50	2.50
Anna Kliminski	3.50	4.50
Anna-Eyes of the Sun-Pelfrey	2.50	3.50
Antoinne Teardrop	2.50	3.50
Attacking the Wyrm	.75	1.25
Aura of Confidence	.75	1.25
Aurora	3.50	4.50
Awe	.75	1.25
Balor's Gaze	2.50	3.50
Banana Split	1.50	2.50
Bane Arrow	.75	1.25
Battle Song	.75	1.25
Benstmind	1.50	2.50
Bite	.75	1.25
Black Spiral Dancer	1.50	2.50
Bledetooth	1.50	2.50
Blissful Ignorance	.75	1.25
Block	.75	1.25
Block and Strike	1.50	2.50
Blood-on-the-Wind	2.50	3.50
Body Blow	.75	1.25
Body Wrack	2.50	3.50
Bones of Shakir Hind	2.50	3.50
Battlecap of Shakey Mac	3.50	4.50
Broken Limb	2.50	3.50
Bron Mac Fionn	3.50	4.50
Buggerhead	2.50	3.50
Burn Rush	1.50	2.50
Burrow	.75	1.25
Coern Building	.75	1.25
Calling a Champion	1.50	2.50
Camouflage	.75	1.25
Careful Strike	2.50	3.50
Carla Gunnsson	2.50	3.50
Carlasan Rnah	1.50	2.50
Catfoot	.75	1.25
Cavnonous	2.50	3.50
Charging Bull	3.50	4.50
Chimera	.75	1.25
Circular Attack	2.50	3.50
Close the Bawn	2.50	3.50
Cockroach	.75	1.25
Command Spirit	1.50	2.50
Coup de Grace	3.50	4.50
Crescent Moon	.75	1.25
Crick Rumwrangler	1.50	2.50
Critical Blow	1.50	2.50
Curse of Hatred	.75	1.25
Curonged Makalé	2.50	3.50
Dharma Burn	1.50	2.50
Diem	1.50	2.50
Disarm	.75	1.25
Disembowelment	2.50	3.50
Distractions	.75	1.25
Dodge	.75	1.25
Drunken Revelry	2.50	3.50
Dry Gulch	1.50	2.50
Eater-of Bears	1.50	2.50
Edgewalker	1.50	2.50
Elder Stone	2.50	3.50
Elder Vampire	3.50	4.50
Entrail Rend	2.50	3.50
Entrapment	1.50	2.50
Evade and Strike	1.50	2.50
Even Heals-the-Past	1.50	2.50
Evasion	1.50	2.50
Exorcism	.75	1.25
Eye of the Cobra	2.50	3.50
Eyes Ganged	1.50	2.50
Eyes-of Frost	1.50	2.50
Faerie Kin	2.50	3.50
Falcon	.75	1.25
Fang Dagger	5.00	7.00
Fang Jumper	1.50	2.50
Fang Necklace of Fenris	1.50	2.50
Fast Strike	2.50	3.50
Feather of the Phoenix	2.50	3.50
Feint	.75	1.25
Fenris	1.50	2.50
Fenris Bite	2.50	3.50
Flak Jacket	1.50	2.50
Flame Spirit	.75	1.25
Flesh Wound	.75	1.25
Flower of Aphrodite	2.50	3.50
Famon	.75	1.25
Famon	.75	1.25
Forceful Wind	1.50	2.50
Frenzy	2.50	3.50
Full Moon	.75	1.25
Fur Gnarl	1.50	2.50
Fumbling	.75	1.25
Gaffling Pest	.75	1.25
Gaia's Vengeance	4.00	6.00
Gangrel Ally	3.50	4.50
Garbage Food Poisoning	1.50	2.50
Gathering for the Departed	.75	1.25
Geas	2.50	3.50
Gere-Hunts-the-Hunters	2.50	3.50
Gesai	1.50	2.50
Get Medieval	5.00	7.00
Gibbous Moon	.75	1.25
Gift of the Porcupine	.75	1.25
Glancing Blow	.75	1.25
Glib Tongue	2.50	3.50
Golgol Fangs First	3.50	4.50
Goll Mac Morna	2.50	3.50
Grand Klave	3.50	4.50
Grandfather Thunder	1.50	2.50
Grazing Wound	.75	1.25
Greater Banishment	3.50	4.50
Grek Twice-Tongue	2.50	3.50
Greyfist	2.50	3.50
Griffin	1.50	2.50
Grimlang	3.50	4.50

price guide

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

Growls-at-Moon	2.50	3.50
Gnideste-Truth	2.50	3.50
Gnnnar Dronghbone	25.00	35.00
Half Moon	.75	1.25
Harana Gloom	3.50	4.50
Head Wound	2.50	3.50
Heart of Fury	1.50	2.50
Hogling	.75	1.25
Howard Koor	1.50	2.50
Hunting Party	1.50	2.50
Icy Chill of Despair	1.50	2.50
Impergium	2.50	3.50
Inbred Disorder	1.50	2.50
Income Sigil	2.50	3.50
Insightful Eyes	.75	1.25
Ivon Kordo	1.50	2.50
Jack Debiltongo	25.00	35.00
Jackal's Curse	.75	1.25
Jacky Gecko	2.50	3.50
Jam Technology	1.50	2.50
Journey Onward	1.50	2.50
Journey to the East	.75	1.25
Jnbah	1.50	2.50
Jnlisha of the Thousand Masks	3.50	4.50
Justice Under Gaia	1.50	2.50
Kelly Still Waters	25.00	35.00
Kinfolk Environmental Activist	2.50	3.50
Kinfolk Small Town Cop	2.50	3.50
Kinfolk Soldier of Fortune	3.50	4.50
Kinfolk TV Reporter	2.50	3.50
Kinfolk Veterinarian	3.50	4.50
Klartal Stargazer	25.00	35.00
Klaive	2.50	3.50
Kneecapper	.75	1.25
Knife Wind	3.50	4.50
Lamurin	3.50	4.50
Leadership Challenge	1.50	2.50
Legendary Leadership	1.50	2.50
Lesser Banishment	1.50	2.50
Leukopos	25.00	35.00
Lone Wolf Lupo	25.00	35.00
Lord Albrecht	2.50	3.50
Lost Calling	1.50	2.50
Lucky Blow	2.50	3.50
Luna's Armor	1.50	2.50
Luna's Links	2.50	3.50
Lunar Eclipse	3.50	4.50
Mamu	3.50	5.00
Mangle	2.50	3.50
Man Cobrah	2.50	3.50
Massive Wound	1.50	2.50
Master of the Pack	3.50	4.50
Matriarch Mourning	3.50	4.50
Merciful Blow	1.50	2.50
Messenger's Fortitude	.75	1.25
Might of Thor	.75	1.25
Mindspeak	1.50	2.50
Mokole Hide	2.50	3.50
Moon Bridge Escape	1.50	2.50
Moon Sign	2.50	3.50
Morgan the Unworthy	1.50	2.50
Mother High-Mountain	3.50	4.50
Mother Larissa	3.50	4.50
Mother's Touch	1.50	2.50
Natasha Moon Chaser	1.50	2.50
Naturoc Boon	1.50	2.50
Nephthys Mu'at	2.50	3.50
Nerve Cluster	1.50	2.50
New Moon	.75	1.25
No Escape	1.50	2.50
Norma Ni'Dhanaill	1.50	2.50
Odor of Skunk	.75	1.25
Off-Balance Attack	.75	1.25
Oisin Mac Gaoloch	25.00	35.00
Old Red Eagle	25.00	35.00
Old Storm-Chaser	3.50	4.50
Old Wall of the Woods	25.00	35.00
Organ Puncture	1.50	2.50
Overextended Attack	.75	1.25
Owl	1.50	2.50
Pack Defense	1.50	2.50
Passer	1.50	2.50
Peace of Nature	3.50	4.50
Pearl River	3.50	4.50
Pegasus	.75	1.25
Pentex Forestry Team	1.50	2.50
Pentex Refinery	4.00	6.00
Persuasion	.75	1.25
Piper, The	2.50	3.50
Portable Computer	3.50	4.50
Praise the Malformed	1.50	2.50
Progenitor Mage	3.50	4.50
Pumpkin Man	1.50	2.50
Questor Treetalker	1.50	2.50
Quoting the Litany	2.50	3.50
Ragnarok	1.50	2.50
Rampuddle	1.50	2.50
Rat	.75	1.25
Razor Claws	.75	1.25
Reclaiming the Stolen	1.50	2.50
Remove Gaia's Blessing	2.50	3.50
Rend and Tear	1.50	2.50
Rite of Glory	.75	1.25
Rite of Investiture	3.50	4.50
Rite of Passage	.75	1.25
Rite of Wisdom	.75	1.25
Rite of Wounding	.75	1.25
Ritual Challenge	.75	1.25
Roca of Storms	2.50	3.50
Roger Daly	3.50	4.50
Roll Over	.75	1.25
Roshen One-Arm	1.50	2.50
Run like Hell	1.50	2.50
Running Creek	1.50	2.50
Samuel Haight	2.50	3.50
Sands of Sleep	2.50	3.50
Satire Song	.75	1.25
Saving Face	.75	1.25
Scar Throat Leech-Killer	1.50	2.50
Scourging the Wyrm	1.50	2.50
Scouting Mission	1.50	2.50
Scratches-at-Fleas	2.50	3.50
Scream of Gaia	1.50	2.50
Serenity	.75	1.25
Shaker	1.50	2.50
Shapeshift	1.50	2.50
Shieldmate	1.50	2.50
Shogaka Hunter Moon	25.00	35.00
Shotgun	4.00	6.00
Shovel	.75	1.25
Shu Horns	25.00	35.00
Silhouette	2.50	3.50
Silver Ammo	2.50	3.50
Silver Claws	1.50	2.50
Silver Record	.75	1.25
Simon Gentle	1.50	2.50
Sings-for-the-Beast	1.50	2.50
Sista Judith Paws-of-Light	2.50	3.50
Skindancer	4.00	6.00
Sneak Attack	2.50	3.50
Sofya Softkiller	1.50	2.50
Solid Blow	.75	1.25
Son of Moonlight	2.50	3.50
Song Chiang	2.50	3.50
Song of Rage	.75	1.25
Song of the Great Beast	3.50	4.50
Spear of Deceit	2.50	3.50
Spine Crushed	2.50	3.50
Spirit Drain	2.50	3.50
Spirit of the Fray	1.50	2.50
Spotlight	1.50	2.50
Stag	.75	1.25
Stands-Like-Mountain	2.50	3.50
Storedown	.75	1.25
Sticky Paws	.75	1.25
Stinging Wound	.75	1.25
Stolen Wolf, The	1.50	2.50
Stone of Scorn	.75	1.25
Surprise Ally	2.50	3.50
Surprise Attack	1.50	2.50
Survivor	2.50	3.50
Sxson Anthony	2.50	3.50
Swipe	.75	1.25
Syntox	1.50	2.50
Take the True Form	1.50	2.50
Taking the Death Blow	2.50	3.50
Tanzut	1.50	2.50
Taunt	.75	1.25
Teeth-of-Titanium	2.50	3.50
Telling Blow	.75	1.25
Thomas Kachina	2.50	3.50
Thunder Tiger	2.50	3.50
Tim Rowantree	1.50	2.50
Trackless Waste	.75	1.25
Tribal Alliance	1.50	2.50
Tribal War	3.50	4.50
True Fear	1.50	2.50
True Silvertheels	2.50	3.50
Ukiteno	.75	1.25
Ukteno Wyrmfoe	4.50	5.50
Umbral Escape	2.50	3.50
Umbral Quest	.75	1.25
Unicorn	.75	1.25
Victory Party	1.50	2.50
Virus-to-Wyrm	1.50	2.50
Vital Blow	1.50	2.50
Volcheko Iborrun	1.50	2.50
Walks-with-Might	3.50	4.50
War Paint of Wahay Ohni	2.50	3.50
Wendigo	.75	1.25
Whelp Body	2.50	3.50
Wind-Across-the-Hills	1.50	2.50
Winter Wolf	1.50	2.50
Wisdom of the Seer	3.50	4.50
Wolf Kinfolk	.35	.75
Wolf Spirit	.35	.75
Wyrm Skin	2.50	3.50
Wyrm Slayer, Ronin Garou	3.50	4.50
Wyrm Tant	2.50	3.50
Yun Tvonvich	25.00	35.00
Zachary Ellison	2.50	3.50



REDEMPTION– EVIL

REDEMPTION

TSR/WIZARDS GAME DESIGN 1995

Full Set (300 cards)	•	•
Starter Deck (100 card dual Deck)	$8.00	10.00
Starter Box (12 decks)	90.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	85.00	95.00



SHADOWFIST– HELIX RETHREAD

SHADOWFIST

WIZARDS GAME DESIGN 1995

Full Set (325 cards)	175.00	275.00
Starter Deck (60 cards)	$8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (38 packs)	85.00	110.00

SIMCITY

MAXIS/WIZARDS 1995

Full Set (517 cards)	•	•
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

SPELLFIRE

WIZARDS

Full First Edt'n Set (445 cards)	$1.50	225.00
(Set price includes 25 booster exclusive cards)		
F.E. Starter Duel (110 cards)	10.00	12.00
F.E. Starter Box (6 duel decks)	60.00	70.00
F.E. Booster Pack (15 cards)	1.25	1.50
F.E. Booster Box (36 packs)	40.00	50.00
Full No Edition Set (400-Cons Only)	•	•
No Edition Starter Deck (55 cards)	•	•
No Edition Starter Box (10 decks)	•	•
No Edition Booster Pack		NONE
Full Second Edt'n Set (420 cards)	140.00	200.00
S.E. Starter Deck (110 cards)	12.00	15.00
S.E. Starter Box (6 duels)	75.00	90.00
S.E. Booster Pack (15 cards)	1.50	1.75
S.E. Booster Box (36 packs)	50.00	60.00
Invisibility	1.50	2.50
Midnight Goddess of Magic	1.50	2.50
Potion of Fire-breathing	1.50	2.50
Siege!	1.50	2.50
Sa-ut	1.50	2.50

RAVENLOFT EXPANSION

TSR 1994

Full Set (100 cards)	$80.00	120.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00
Castle Ravenloft	1.50	2.50
Headless Horseman	1.50	2.50
High Master Illithid	1.50	2.50
Isle of Terror	1.50	2.50
King of Regeneration	1.50	2.50

DRAGONLANCE EXPANSION

TSR 1994

Full Set (125 cards)	$75.00	125.00
(Set price includes 25 booster exclusive cards)		
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00
Bupu's Emerald	1.50	2.50
Hazy Image	1.50	2.50
Inn of the Last Home	1.50	2.50
Krynn Minotaurs	1.50	2.50
Tasslehoff Burrfoot	1.50	2.50

FORGOTTEN REALMS

TSR 1994

Full Set (125 cards)	$100.00	150.00
(Set price includes 25 booster exclusive cards)		
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00
Blackstaff Tower	1.50	2.50
Dragon Slayer	1.50	2.50
Shadow Engines	1.50	2.50
Tablets of Fate	1.50	2.50
Word of Recall	1.50	2.50

STAR OF THE GUARDIANS

WIZARDS OF THE COAST 1995

Full Set (325 cards)	$70.00	100.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	85.00	110.00
Booster Pack (14 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00
Atheism Fate	2.50	3.50
Cult Following Modifier	1.50	2.50
Claymore Bombers Squadron	2.50	3.50
Special System Tisor	1.50	2.50
Xris and Mog Force 7 Personnel	3.50	5.00

STAR QUEST: THE REGENCY WARS

COLUMBIA 1995

Full Set (325 cards)	•	•
Starter Deck (53 cards)	$8.00	10.00
Starter Box (10 decks)	90.00	110.00
Booster Pack (15 cards)	3.00	5.00
Booster Box (36 packs)	90.00	110.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER 1995

Cards are black-bordered.

Full Set (363 cards)	$750.00	1,000.00
Starter Deck (60 cards)	18.00	25.00
Starter Box (12 decks)	200.00	300.00
Booster Pack (15 cards)	10.00	15.00
Booster Box (36 packs)	250.00	400.00
Unlisted Singles	.30	.60
Albert Einstein	5.00	8.00

• PRICE NOT AVAILABLE

Alexander Kozhenko	1.25	2.00
Alidor Torok	5.00	8.00
Alien Abduction	.75	1.50
Alien Groupie	3.50	5.00
Alien Parasites	1.50	2.50
Alien Probe	1.50	2.50
Alyanna Nechayev	4.00	6.00
Alysso Ogawa	1.25	2.00
Amanda Rogers	1.50	2.50
Amoeba	1.25	2.00
Anaphasic Organism	.75	1.50
Ancient Computer	8.00	12.00
Anti-Time Anomaly	6.00	10.00
Annus—Skin of Evil	8.00	12.00
Asteroid Sanctuary	.75	1.50
Auto-Destruct Sequence	1.50	2.50
Avert Disaster	4.00	6.00
B'Etor	10.00	15.00
B'Irik	.75	1.50
Ba'el	2.25	3.00
Baran	.75	1.50
Barclay's Protoplasmic Disease	6.00	10.00
Benjamin Maxwell	.75	1.50
Betazoid Gift Box	8.00	12.00
Beverly Crusher	18.00	25.00
Bochra	2.25	3.00
Bok	1.25	2.00
Borg Ship	12.00	18.00
Bynars Weapon Enhancement	7.00	10.00
Chalnoth	.75	1.50
Cloaked Mission	1.50	2.50
Cosmic String Fragment	1.25	2.00
Covert Installation	.75	1.50
Covert Rescue	.75	1.50
Crisis	8.00	12.00
Crystalline Entity	6.00	8.00
Cultural Observation	3.50	5.00
Cytherians	4.00	6.00
Danan Wallace	.75	1.50
Data	30.00	40.00
Deanna Troi	20.00	30.00
Devil, The	7.00	10.00
Devinoni Ral	1.50	2.50
Devoras	8.00	12.00
Diplomacy Mission	.75	1.50
Distortion Field	1.50	2.50
Distortion of ...Continuum	2.25	3.00
Divok	1.50	2.50
Dr. La Forge	5.00	7.00
Dr. Leah Brahms	5.00	7.00
Dr. Reyga	.75	1.50
Dr. Selar	1.50	2.50
Dukath	1.50	2.50
Duras	8.00	12.00
El-Adrel Creature	1.50	2.50
Energy Vortex	.75	1.50
Engineering Kit	1.50	2.50
Eric Pressman	.75	1.50
Etana Jol	1.50	2.50
Evacuation	1.50	2.50
Evaluate Terraforming	4.00	6.00
Excamp	1.25	2.00
Explore Black Cluster	2.50	3.50
Explore Dyson Sphere	3.50	5.00
Explore Typhone Expanse	3.25	4.00
Expose Covert Supply	1.50	2.50
Extraction	5.00	8.00
Federation Outpost	1.25	2.00
Fek'Ihr	1.50	2.50
Female's Love Interest	.75	1.50
Firestorm	.75	1.50
First Contact	1.50	2.50
Fleet Admiral Shanthr	1.50	2.50
Full Planet Scan	2.25	3.00
Gaps in Normal Space	1.25	2.00
Genetronic Replicator	2.25	3.00
Geordi La Forge	18.00	25.00
Girush	.75	1.50
Goddess of Empathy	5.00	8.00
Gorta	.75	1.50
Gowron	12.00	18.00
Gravitic Mine	1.50	2.50
Hookana	8.00	12.00
Hannah Bates	1.25	2.00
Holo-Projectors	1.25	2.00
Hologram Ruse	1.50	2.50
Honor Challenge	5.00	8.00
Hongo'hn	12.00	16.00
Hugh	12.00	18.00
Hunt for DNA Program	3.50	5.00
Husnock Ship	2.25	3.00
Hyper Aging	1.50	2.50
I.K.C. Bortas	6.00	10.00
I.K.C. Buruk	7.00	10.00
I.K.C. Hegh'ta	7.00	10.00
I.K.C. K'Vort	1.50	2.50
I.K.C. Pagh	7.00	10.00
I.K.C. Qu'Vat	7.00	10.00
I.K.C. Vor'Cha	.75	1.50
I.K.C. Vorn	.75	1.50
Iconia Investigation	3.50	5.00
Iconian Computer Weapon	.75	1.50
Impassable Door	.75	1.50
Incoming Message—Federation	3.25	4.00
Incoming Message—Klingon	2.25	3.00
Incoming Message—Romulan	2.25	3.00
Interphase Generator	8.00	12.00
Investigate Alien Probe	4.00	6.00
Investigate Disappearance	4.00	6.00
Investigate Disturbance	4.00	6.00
Investigate Massacre	4.00	6.00
Investigate Raid	3.50	5.00
Investigate Rogue Comet	3.25	4.00
Investigate "Shattered Space"	3.50	5.00
Investigate Sighting	2.50	3.50
Investigate Time Continuum	3.50	5.00
Ishara Yar	2.25	3.00
Jaglan Shriek—Information Broker	5.00	8.00
Jean-Luc Picard	40.00	50.00
Jenna D'Sora	1.50	2.50
Jo'Bril	1.25	2.00
Juggler, The	.75	1.50
K'Ehleyr	7.00	10.00
K'rapec	.75	1.50
K'Tal	.75	1.50
K'Vada	1.25	2.00
Kahless	6.00	10.00
Kaneel Odan	.75	1.50
Kargan	5.00	8.00
Kell	1.50	2.50
Kevin Uxbridge	1.50	2.50
Khazara	8.00	12.00
Khitomer Research	3.50	5.00
Kivas Fajo—Collector	2.25	3.00
Klag	.75	1.50
Kle'eg	.75	1.50
Klingon Death Yell	6.00	10.00
Klingon Right of Vengeance	.75	1.50
Kommel	.75	1.50
Korel	.75	1.50
Koroth	1.50	2.50
Korris	1.50	2.50
Kraos Suppression	.75	1.50
Kromm	.75	1.50
Ktonan Game	4.00	6.00
Kurak	5.00	8.00
Kurian Narkas	8.00	12.00
Kurn	7.00	10.00
L'Kor	1.25	2.00
Leah Brahms	5.00	8.00
Life-Form Scan	1.50	2.50
Long-Range Scan	.75	1.50
Lore Returns	8.00	12.00
Lore's Fingernail	7.00	10.00
Lursa	10.00	15.00
Lwaxanna Troi	8.00	12.00
Matriarchal Society	.75	1.50
McKnight	1.50	2.50
Medical Relief	3.50	5.00
Medical Tricorder	1.25	2.00
Mendak	6.00	10.00
Mendon	.75	1.50
Menthor Booby Trap	.75	1.50
Mercenary Ship	2.25	3.00
Metaphasic Shields	.75	1.50
Microvirus	.75	1.50
Mirok	1.50	2.50
Morag	.75	1.50
Morgan Bateson	5.00	8.00
Mot the Barber	1.50	2.50
Movar	1.50	2.50
N'Vek	1.25	2.00
Neglum	6.00	8.00
Nanites	.75	1.50
Nank	2.25	3.00
Nausicaans	.75	1.50
Near Warp Transport	1.25	2.00
Neelia Daren	6.00	12.00
Neral	.75	1.50
Neural Servo Device	1.50	2.50
New Contact	3.50	5.00
Nikolai Rozhenko	1.50	2.50
Nitrium Metal Parasites	2.25	3.00
Norah Satie	1.50	2.50
Nu Daq	1.50	2.50
Null Space	1.50	2.50
Nutational Shields	1.25	2.00
Ocett	2.25	3.00
Polor Toff—Alien Trader	.75	1.50
Pardek	2.25	3.00
Parem	1.50	2.50
Particle Fountain	.75	1.50
Pegasus Search	3.50	5.00
Phased Matter	.75	1.50
Pi	5.00	8.00
Plunder Site	1.50	2.50
Portal Guard	1.25	2.00
Q	10.00	15.00
Q2	3.50	5.00
Radioactive Garbage Scow	1.50	2.50
Raise the Stakes	1.25	2.00
Rebel Encounter	1.50	2.50
Reginald Barclay	8.00	12.00
Relief Mission	1.25	2.00
REM Fatigue Hallucinations	2.25	3.00
RFS-Q	.75	1.50
Restore Errant Moon	2.25	3.00
Richard Galen	5.00	8.00
Riva	1.50	2.50
Ro Laren	8.00	12.00
Rogg Donar	10.00	15.00
Runabout	.75	1.50
Sarek	10.00	15.00
Sarjenko	4.00	6.00
Sarthang Plunder	3.25	4.00
Satelk	7.00	10.00
Science Vessel	.75	1.50
Secret Salvage	1.50	2.50
Seek Life-form	3.50	5.00
Sela	10.00	15.00
Shaka, When the Walls Fell	1.50	2.50
Shelby	7.00	10.00
Sir Isaac Newton	8.00	12.00
Sirna Kolvani	1.50	2.50
Soren	1.50	2.50
Spacedock	.75	1.50
Static Warp Bubble	.75	1.50
Strategic Diversion	1.25	2.00
Study "Hole in Space"	3.25	4.00
Study Lanka Pulsar	3.50	5.00
Study Nebula	3.50	5.00
Study Plasma Streamer	.75	1.50
Study Stellar Collision	.75	1.50
Subspace Schism	.75	1.50
Supernova	7.00	10.00
Survey Mission	4.00	6.00
T'Pan	1.50	2.50
Taibak	1.25	2.00
Tam Fibrun	6.00	10.00
Tanellian Plague Ship	1.50	2.50
Tasha Yar	10.00	15.00
Tebok	1.25	2.00
Teleportic Alien Kidnappers	2.25	3.00
Temporal Causality Loop	4.00	6.00
Temporal Rift	1.50	2.50
Test Mission	1.25	2.00
Ther	.75	1.50
Thomas Riker	12.00	18.00
Thought Maker	10.00	15.00
Time Travel Pod	5.00	8.00
Toby Russell	.75	1.50
Tokath	1.50	2.50
Tomalak	7.00	10.00
Toq	1.25	2.00
Torak	1.50	2.50
Toral	1.25	2.00
Tarath	6.00	10.00
Torin	.75	1.50
Tox Uthat	8.00	12.00
Transwarp Conduit	1.25	2.00
Traveler, The Transcendence	2.25	3.00
Treaty: Federation/Klingon	.75	1.50
Treaty: Federation/Romulan	.75	1.50
Treaty: Romulan/Klingon	.75	1.50
Tsialkovsky Infection	4.00	6.00
Two-Dimensional Creatures	2.25	3.00
U.S.S. Battan	8.00	12.00
U.S.S. Enterprise	30.00	40.00
U.S.S. Excelsior	1.50	2.50
U.S.S. Galaxy	1.50	2.50
U.S.S. Hood	8.00	12.00
U.S.S. Phoenix	8.00	12.00
U.S.S. Sutherland	2.50	3.50
U.S.S. Yamato	8.00	12.00
Vagh	1.50	2.50
Varon-T Disruption	8.00	12.00
Vash	8.00	10.00
Vulcan Mendmeld	1.25	2.00
Vulcan Stone of Gol	12.00	18.00
Warp Core Breach	3.50	5.00
Wesley Crusher	16.00	25.00
Where No One Has Gone Before	.75	1.50
William T. Riker	20.00	30.00
Wind Dancer	4.00	6.00
Worf	20.00	30.00
Wormhole	.75	1.50
Wormhole Negotiations	4.00	6.00
Zibalian Transport	.75	1.50

STAR TREK: THE NEXT GENERATION UNLIMITED

Cards are white-bordered

Full Set (363 cards)	$225.00	300.00
Starter Deck (60 cards)	6.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Single Cards	0.25–0.35x	Limited Prices

SUPER DECK!

Full Set (160 cards)	$30.00	50.00
Starter Deck (60 cards)	3.00	5.00
Starter Box (10 decks)	30.00	50.00
Booster Pack		NONE

TOWERS IN TIME

Full Set (210 cards)	$90.00	150.00
Starter Deck (55 cards)	7.00	8.00
Starter Box (12 decks)	65.00	80.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	75.00	100.00

ULTIMATE COMBAT!

Full Set (150 cards)	$75.00	125.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	70.00	90.00
Beijing Blitz	1.50	2.50
Boken	3.50	5.00
Inferno Round Kick	4.00	6.00
Mask of Genghis Kahn	3.50	5.00
Psychic Nova	2.50	3.50

WYVERN

Full Premiere Set (135 cards)	$300.00	400.00
Full Limited Set (239 cards)	350.00	450.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	75.00	125.00
Booster Pack (15 cards)	2.25	3.25
Booster Box (36 packs)	80.00	125.00
Gold Card	75.00	150.00
Pick a Treasure	.75	1.50
Secret Treasure	.75	1.50
Silver Card	40.00	60.00
Wyvern	.75	1.50



PHOENIX– ST. GEORGE

PHOENIX EXPANSION

Full Set (90 cards)		
Booster Pack (8 cards)	$1.25	1.75
Booster Box (60 packs)	85.00	95.00

WENT UP | WENT DOWN | HEAVILY TRADED

InQuest checklist

Phoenix Card List: Wyvern Expansion

Full Set (90 cards)

Act	Action	BaAc	Battle Action
D	Dragon	DrSl	Dragon Slayer
HidA	Hidden Action	I	Interrupt
Rea	Reaction	Ter	Terrain
Tre	Treasure		

#	Card Name	Type	Rarity
1	Ambrosia	Act	C
2	Nectar	Tre	U
3	Tortoise	HidA	C
4	Crocodile	Drag	C
5	Elephants	HidA	U
6	Pan	Act	U
7	Achilles	HidA	U
8	Adonis	Act	C
9	Agravain	HidA	U
10	Ajax	Rea	C
11	Amazons	HidA	U
12	Hippolyte	HidA	U
13	Minotaur	BaAc	C
14	Medusa	Act	U
15	Echo	HidA	C
16	Chronos	Tre	U
17	Poseidon	HidA	C
18	Atlantis	Tre	U
19	Atalas	BaRe	U
20	Avalon	Act	U
21	Banshee	BaAc	C
22	Behost	Tre	U
23	Calypso	Rea	U
24	Camelot	Ter	C
25	Centaurs	Act	C
26	Blinding Lights	HidA	C
27	Cyclops	BaAc	C
28	Dwarf King	Tre	U
29	Fortuna	BaAc	U
30	Inflation	Tre	U
31	Dragon on Strike	Act	U
32	Bribery	Act	U
33	Price Hike	Tre	U
34	Sale	Tre	U
35	Fray	Tre	U
36	Sir Galahad	DrSl	C
37	Gram	BaAc	U
38	Harpies	HidA	C
39	Hypnos	BaAc	U
40	Ida	Ter	C
41	Ishtar	Act	U
42	Labyrinth	Ter	C
43	Merlin	Act	U
44	Midas	Act	U
45	Pandora	Act	U
46	Prometheus	BaAc	U
47	Sirens	Act	C
48	Tor	BaAc	U
49	Trolls	HidA	C
50	Valhalla	Tre	U
51	Wandering Rocks	Ter	C
52	Trojan Horse	Tre	R
53	Ape	Int	U
54	Badger	BaAc	U
55	Cricket	BaAc	C
56	Doves	BaAc	C
57	Firefly	Int	U
58	Golden Grasshopper	BaAc	U
59	Celestial Charger	BaAc	C
60	The Pathfinder	Act	R
61	Red Kangaroo	Rea	U
62	Lynx	Int	U
63	Mermaid	Act	U
64	Pegasus	Int	U
65	Owl	Act	U
66	Panther	BaAc	R
67	Phoenix	Int	R
68	Puk	Rea	C
69	Roc	BaAc	U
70	Seahorse	Int	U
71	Tengu	BaAc	C
72	Golden Dragon	D	C
73	Violet	D	C
74	Tatsu	D	C
75	Sdi-Riu	D	C
76	Han-Riu	D	C
77	Ka-Riu	D	C
78	Ki-Riu	D	C
79	Nergal	D	C
80	Heavenly Naga	D	C
81	Divine Naga	D	C
82	Earthly Naga	D	U
83	Hidden Naga	D	C
84	Piasa	D	C
85	O-Gon-Cho	D	U
86	Ethiopian Dream	D	C
87	Dragon of Knucker Hole	D	U
88	Dragon of Exe Valley	D	U
89	White-Eared Dragon	D	C
90	Green Dragon	D	C

The Umbra

Full Set (90 cards)

Chase Cards

Name	Type
Legendary	REALM
Pangea	REALM
Flux	REALM
Summer Country	REALM
The Battleground	REALM

Rare Cards

Name	Type
Dreamspeaker Mage	Ally
Ka Spirit	Ally
Stormcrow	Ally
Caern of Bygone Visions	Caern
Caern of Awakening	Caern
Caern of the Western Eye	Caern
Caern of the Tri-Spirally	Caern
Caern of the Bloodfist	Caern
The Council for Universally Trade	Caern
Caern of the Weeping Daughter	Caern
Caern of Ichiya Madanbashi	Caern
The Wheel of Ptah	Caern
Caern of the Crescent Moon	Caern
Caern of the Snow Leopard	Caern
Caern of the Wallyking Dream	Caern
Caern of the Painted Sands	Caern
Umbrally Wave	Event
Phoebe	Event
Hyperion	Event
Wyldstorm	Event
Stuck Sideways	Event
Faerie Armor	Equipment
Heart of Midnight	Equipment
Banishment by the Council	Moot
Nexus Crawler	Enemy
Nightmaster	Enemy
Fast Shift	Action
Spirit Drain	Combat
Jackally's Quest	Quest
Opening the Silver Window	Gift
Moon Bridge Alliance	Rite
Rite of Reality Binding	Rite
Laughs-at-Death	Character
Seeks-the-truth	Character
Caernssandra Shadow-Watcher	Character
Shakey Mac	Character
Jennifer Moon-Wizened	Character
Runs-without Pack	Character
Bjorn-Blood-from-Stone	Character
"Dr Stephen ""Mindbender"" Gomson"	Character
Fireclaw	Character
Nadia Wyrmfire	Character
Sees-through-Stars	Character
Amanda Withers-in-Sun	Character
Naomi	Character
Wahya-Ohm	Character
Petrov Tzarovitch	Character

Uncommon Cards

Name	Type
Kinfolk Shamen	Ally
Childling	Ally
Close Gauntlet	Event
Nightmare Coin	Equipment
Memory Ribbon	Equipment
Wyldstone	Equipment
Pack Reprimand	Moot
Opening of the Moonbridges	Moot
Bunyip Spirit	Enemy
Nocturna	Enemy
Morozhki	Enemy
Reject	Enemy
Step Sideways	Action
Moon Bridge Attack	Action
Redirected Attack	Combat
Quest of Valor	Quest
Moon Bridge Attack	Gift
Rite of Claiming	Rite
Rite of Binding	Rite
Rite of the Velvet Shadow	Rite

Common Cards

Name	Type
Gauntlet Flux 1	Event
Gauntlet Flux 2	Event
Gauntlet Flux 3	Event
Gauntlet Flux 4	Event
Pattern Spider	Enemy
Guardian Spider	Enemy
Wyldling	Enemy
Glass Elemental	Enemy
Drattosi	Enemy
Phantasma	Enemy
Engling	Enemy
Jannok	Enemy
Serpentine	Enemy
Umbrally Flurry	Combat
Quest of Spirit	Quest
Parting the Velvet Curtain	Gift
Power of the Ways	Gift
Scent of Distinction	Gift
Gateway of the Hyena	Gift
Purity of Spirit	Gift
Deep Journey	Gift
Borne to Nature	Gift
World of Man	Gift

Blood Wars: Powers and Praxies

Battlefields

L	Layer	P	Plane
Rm	Realm	S	Site

Name	Type	Rarity
Ankhwuqat	Rm	R
Avernus	L	C
Behamut's Palace	S	C
Carita	L	R
Court of Light	Rm	UC
Dis	L	C
Loith's Grove	Rm	R
Minauros	L	C
Maladomini	L	R
Malbolge	L	UC
Nectar of Life	Rm	C
Nessus	L	R
Olympus	Rm	UC
Phlegethos	L	UC
Ruby Palace	Rm	C
Stygia	L	UC
Tiamat's Lair	Rm	C

Fates

Ac	Acolyte	I	Item
Ia	Item Artifact	Im	Item Magical
O	Order	S	Spell
St	Support		

Name	Type	Rarity
The Aegis	Ia	Ch
Apotheosis	S	UC
Artemis' Bow	Ia	Ch
Arumdina	Ia	Ch
Axe of Anarchy	I	C
Axe of Dwarvish Lords	Ia	Ch
Behamut's Charge	O	Ch
Bast's Defense	O	Ch
Battleaxe of Discord	I	UC
Battlefield Revolt	O	R
Bow of Law	I	C
Bow of Order	I	UC
Cavalry Rescue	O	R
Chaotic Holy Symbol	Im	R
Codex of Infinate Planes	Ia	Ch
Dispater's Campaign	O	UC
Emmissary of Evil	Ac	C
Emmissary of Good	Ac	C
Emmissary of Law	Ac	C
Emmissary of Neutrality	Ac	C
Evil Holy Symbol	Im	Ch
The Floating Gods	Sp	Ch/UR
Good Holy Symbol	Im	Ch
Greater Coin of Fate	Ia	Ch
Gungnir	Ia	Ch
Holy Ground	Sp	R
Lawful Holy Symbol	Im	R
Morraenoloth Pilot	Sp	R
Mass Desertion	O	Ch
Mjolnir	Ia	Ch
Neutral Holy Symbol	Im	R
Nightmare	St	UC
Occupying Forces	O	Ch
Pozriel's Onslaught	O	UC
Prismatic Battlesphere	Sp	R
Proxy of Chaos	Sp	C
Proxy of Chaos II	Sp	UC
Proxy of Evil	Sp	C
Proxy of Evil II	Sp	UC
Proxy of Good	Sp	C
Proxy of Good II	Sp	UC
Proxy of Law	Sp	C
Proxy of Law II	Sp	UC
Proxy of Neutrality	Sp	C
Proxy of Neutrality	Sp	UC
Pyrrhic Victory	Sp	Ch
Reenlistment	D	C
Return to the Front	O	Ch
Revenge of the Exiteath	O	R
Temporary Truce	O	Ch
Throne of the Gods	Ia	Ch
Wrath of the Gods	Sp	Ch
Gen Con 1995 Promotion		
Guardian Molydeus	O	UR

Legions

Ac Acolytes

Abyssal Bats		C
Defenders Harmonic	Ac	UC
Farastu		C
Gorl's Faithful	Ac	R
Gorstro		R
Howler		R
Kelubar		C
Kindred Souls	Ac	R
Knights Anarchic	Ac	UC
Legionnaires of the Light	Ac	UC
Minion of Set	Ac	R
Mythcarvers	Ac	R
Oracles	Ac	R
Order's Battalion	Ac	UC
Shator		C
Svartalfheim Drow		UC
Taboxx	Ac	R
Valiant of Valhalla	Ac	R
Veterans Sanguine	Ac	UC

Warlords

Av Avatar

Apollo	Av	R
Archduke Dispater	Av	Ch
Ares	Av	C
Athena	Av	C
Artemis	Av	UC
Baervan Wildwanderer	Av	R
Baldur	Av	UC
Baron Mahkroth	Av	UC
Bast	Av	R
Bel, Regent of Avernus		C
Dugmaren Brightmantle	Av	UC
Dumathoin	Av	Ch
Flandel Steelskin	Av	UC
Frey	Av	Ch
Freya	Av	R
Gorl Glittergold	Av	Ch
Hod	Av	UC
Lokr	Av	R
Loith	Av	Ch
Merrshaulk	Av	R
Munman Duathol	Av	C
Nephythys	Av	UC
Njord	Av	UC
Odin	Av	Ch
Pemus	Av	Ch
Prince Levistus	Av	R
Ramenos	Av	Ch
Segojan Earthcaller	Av	C

Selinne	Av	R
Samuanya	Av	UC
Set	Av	Ch
Shang-Ti	Av	Ch
Sheila Feryoyl	Av	Ch
Sif	Av	C
Sung Chang	Av	UC
Sutyr	Av	Ch
Thor	Av	R
Thyrm	Av	Ch
Tyr	Av	C
Uller	Av	C
Vergadain	Av	R
Washtirith Dictator		C
Yen Wong-Yeh	Av	R
Zeus	Av	Ch

BATTLELORDS
COLLECTIBLE TRADING CARD GAME

Artists

Adam Mazy	AM
Allen Freeman	AF
Ansan Maddocks	AN
Bryan Wackwitz	BW
C. Brent Ferguson	CBF
Dave Johnson	DJ
Doug Chaffee	DC
Doug Shuler	DS
Francis Hogan	FH
George Vasilakos	GV
Heather Hudson	HH
Jeff Menges	JM
Jeff Kertz	JR
John Nadeau	JN
Kaja Foglio	KF
Lawrence Allen Williams	LAW
Mark Poole	MP
Mike Osadow	MO
Ne'Ne' Tina Thomas	NNT
Phil Foglio	PF
Quinton Hoover	QH
Randy-Asplund Faith	RF
Rob Taylor	RT
Susan Van Camp	SVC
Wayne Anderson	WA
William O'Connor	WOC

Rarity

C	Common	U	Uncommon
R	Rare	S	Chase

Name	Type	Rarity	Artist
Abeil	Hotspot	C	HH
Accordorian Incursion	Wild Event	U	RT
Aeordionian Invasion	Wild Event	R	RT
Alliance Auxiliary	Operation	R	DS
Alliance Crackdown	Wild Event	R	RT
Alliance Experiment	Mission	R	LAW
Alpha-2	Hotspot	C	RF
Ambush	Battle	R	DS
Amperon	Equipment	R	DC
Amplified Reflexes	Equipment	R	LAW
Analyze Defense	Matrix	U	DH
Annogrebia	Hotspot	U	DS
Anti-Aeodromian Sorte	Mission	R	JN
Anti-Arachnid Sorte	Mission	U	JN
Anti-Insurgent	Mission	C	BW
Anti-Synthetic	Mission	U	AF
Anti-Terrorism	Mission	C	AN
Antidote	Wild Event	U	LAW
Arachnid Invasion	Wild Event	R	JN
Arashiki	Battlelord	U	DS
Ariel	Battlelord	U	NNT
ARM Connections	Operation	R	DS
Armorer	Operation	U	RT
Arms Dealer	Operation	U	JM
Artemis Raila	Battlelord	C	LAW
Assassination	Mission	U	AM
Assizzan Palm	Matrix	C	AN
Astral Travel	Matrix	R	AN
Auckland	Hotspot	C	AN
Auto Doc	Equipment	U	MO
Balshrom	Hotspot	C	AF
Balshrom Banshee Laser Rifle	Equipment	R	MO
Bank Folds	Wild Event	R	AF
Bar Room Brawl	Wild Event	R	JN
Battlefield Promotion	Wild Event	U	DJ
BC Blister Chaingun	Equipment	U	MO
Berserk	Matrix	C	GV
Beta Delphis	Hotspot	U	AF
Big Lou	Battlelord	U	DS
Binghamton	Hotspot	C	HH
Black Listed	Wild Event	R	AF
Black Market	Operation	U	PF
Block Widow	Battlelord	C	NNT
Blessing	Matrix	C	NNT
Blockade	Wild Event	C	AF
Bloody Pool	Battlelord	R	AF
Blue Razor	Battlelord	U	AM
Botch	Battlelord	S	GV
Bounty Hunter	Operation	C	PF
Brewery	Operation	R	PF
Browning .50 Machine Gun	Equipment	C	DJ
Bunker	Equipment	U	RT
Called Shot: Head	Battle	R	KF
Careful Aim	Battle	U	DS
Chainsaw	Equipment	C	LAW
Chathlon Psychic	PUD	C	MP
Chathlon Seer	PUD	C	AS
Chathlon Sender	PUD	C	SVC
Chilled Veins	Matrix	C	AN
Civilian Security Sweep	Wild Event	C	JN
Cizerack Heroine	PUD	U	MP
Cizerack Huntress	PUD	R	KF
Cizerack Runner	PUD	U	DS
Cizerack Scout	PUD	U	NNT
Coandas	Hotspot	C	KF
Cobra XM2 Omega Cannon	Equipment	R	DJ
Cole Creag	Battlelord	U	AN
Computer Theft	Wild Event	U	NNT
Connec	Hotspot	C	DS
Comered	Wild Event	C	RT
Corporate Center	Operation	U	RF
Cosmolakis	Battlelord	S	GV
Counter Espionage: Alliance	Mission	U	DC
Counter Espionage: Rebels	Mission	U	DC
Cover	Battle	C	JM
Credit Card	Wild Event	U	DS
Critical Hit	Battle	R	KF
Crossfire	Battle	U	LAW
Crouch	Battle	U	LAW
Cyber Ghouls	Wild Event	U	JN
Cyber Rejection	Wild Event	U	AM
Cynion Zokka	Battlelord	C	QH
Dakenous	Battlelord	R	QH
Decoy	Battle	R	KF
Defection	Wild Event	U	JN
Dermol Armor	Equipment	U	MO
Desperate Evasion	Battle	U	QH
Destroig War Chasis	Equipment	R	MO
DFMS-401	Equipment	U	WO
Disarm	Battle	U	MP
Disinformation	Wild Event	U	JF
Disruption	Matrix	U	QH
Dodge	Battle	C	DS
Dr. Mayhem	Battlelord	U	AM
Drow	Battle	R	GV
Drendlets	Hotspot	U	DS
Drenels	Hotspot	C	AF
Ectoplasm	Matrix	U	HH
Edme	Hotspot	C	BS
EMP Grenade	Equipment	U	RT
Energy Barrier	Matrix	C	MP
Energy Cloud	Matrix	R	WOC
Energy Mace	Equipment	C	LAW
Endorn	Battlelord	U	DJ
Endoni Budoish	PUD	U	DS
Endoni Budoish-Thiolek	PUD	R	JR
Endoni Kimikasous	PUD	C	SVC
Escape	Wild Event	R	AF
Escort	Mission	U	NNT
Espionage (Alliance)	Mission	U	JN
Espionage: Dia Consulate	Mission	R	RT
Espionage: Tecaoseans	Mission	R	WOC
Essence Transfer	Matrix	R	LAW
Evance	Hotspot	R	AF
Executioner	Battlelord	R	MP
Exoskeleton	Equipment	C	LAW
Explanation	Mission	R	AF
False Lead	Wild Event	U	QH
Fan Out	Battle	C	WOC
Fansa Essa	Battlelord	U	AF
Faraway	Hotspot	C	QH
Fatigued	Battle	U	SVC
Fear	Hotspot	C	QH
Fear	Matrix	C	WOC
Feature Article	Wild Event	R	JR
Feint	Battle	C	MP
Field Reporter	Operation	R	CBF
Financier	Operation	R	SVC
Food Broker	Operation	C	SVC
Forced Retreat	Wild Event	R	JN
Frag Grenade	Equipment	R	RT
Frenzy	Battle	R	PF
Full Auto	Battle	U	AM
Gen-Human Navigator	PUD	U	SVC
Gen-Human Pilot	PUD	C	AM
Gen-Human Radio Operator	PUD	C	WOC
Generation Armor	Equipment	U	MO
Genetic Virus: Endorn	Wild Event	R	RT
Genetic Virus: Gen human	Wild Event	R	LAW
Genetic Virus: Orion Rogue	Wild Event	R	AM
Genetic Virus: Phentan	Wild Event	R	RT
Genetic Virus: Ram	Wild Event	R	RT
Gholok	Hotspot	C	WOC
Grandle Hospis	Hotspot	U	RF
Granny	Battlelord	C	DJ
Grendel	Battlelord	S	GV
Grom's Warrior	Matrix	R	AN
Gronk	Battlelord	U	DJ
Guard Duty	Mission	U	LAW
Gun Runner	Operation	U	JM
Gun Running	Mission	U	JM
Hand of Fate	Wild Event	U	JN
Harper's World	Hotspot	C	MP
Heartless	Matrix	R	FH
HiTech Security Sweep	Wild Event	R	JN
HUD-A Scan Unit	Equipment	R	QH
Huma	Hotspot	C	MP
Human Cyborg	PUD	C	NN
Human Security Officer	PUD	U	DS
Human Trader	PUD	C	KF
Hunter Bane	Battlelord	C	MP
Infiltration Armor	Equipment	R	MO
Interdiction	Mission	U	WOC
Internal Security	Operation	C	JN
Iron Will	Battle	R	QH
Jaloan	Hotspot	C	HH
Jam	Battle	R	WOC
Jaquassanous (Face Shot)	Battlelord	R	JR
Jaquassanous (Pilot)	Battlelord	R	JR
Jarred Makhouse	Battlelord	U	AW
Jilleal	Hotspot	C	MP
Just A Flesh Wound	Battle	R	AM
Kamakazi	Battle	R	WOC
Kamo	Battlelord	U	JR
Kasaandra	Battlelord	C	AN
Kente	Hotspot	C	AF
Kermodec	Hotspot	C	RT
Killing's Asteroid	Hotspot	C	DS
Klo	Battlelord	U	JR
Kodiac Armor	Equipment	R	MO
Krisr	Hotspot	C	AN
Krytea Naval Yard	Hotspot	U	RF
Line of Credit	Wild Event	U	CBF
Loan	Wild Event	R	LAW
Loan Shark	Operation	R	PF
Loan Shark Busted	Wild Event	R	PF
Locate Missing Person	Mission	C	PF
Madd Mike	Battlelord	R	MP
Madd Mike Brochure	Wild Event	U	CBF
Makin	Hotspot	C	HH
Malfunction	Wild Event	R	DS
Malik Kozat	Battlelord	S	GV
Mass Heal	Matrix	U	DS
Massive BRI	Equipment	C	NNT
Maximizer Autocannon	Equipment	R	MO
Mayday	Wild Event	U	JN
Mazian Shapechanger	PUD	C	QH
Mazian Spy	PUD	C	KF
MDD-24	Equipment	R	NNT
Mealstrom General	Wild Event	R	GV
Mechanized Battle Armor	Equipment	R	MO
Medal of Honor	Wild Event	U	JN
Medical Center	Operation	R	MO
Medicine Corner	Mission	R	JN
Mentho	Hotspot	C	HH
Mighty Blow	Battle	U	AN
Military Security Sweep	Wild Event	U	JN
Mind Probe Station	Operation	C	AN
Mind Strangle	Matrix	U	PF
Misery	Hotspot	C	NT
Mutzachan Beta Controller	PUD	U	MP
Mutzachan Particle Controller	PUD	R	AM
Mutzachan Proton Controller	PUD	C	QH
Naxtar	Hotspot	U	MP
Negarhon	Matrix	U	KF
Nephgia 6	Hotspot	C	AF
New Recruits	Wild Event	U	DS
Nitros	Hotspot	U	RF
Niull	Hotspot	U	HH
Odak	Battlelord	R	MP
Off Balance	Battle	U	DS
Omus	Hotspot	U	RF
Ophea	Hotspot	C	MP
Orion Rogue Cat Burglar	PUD	U	NNT
Orion Rogue Sniper	PUD	U	DJ
Orion Rogue Thief	PUD	C	DS
Orion Rogue Traveler	PUD	U	SVC
Pain	Matrix	C	WOC
Pain Inhibition Serum	Equipment	U	QH
Parry	Battle	C	LAW
Portal Concealment	Battle	U	DS
Peacemaker Support	Wild Event	R	GV/WA
Personal Vendetta	Mission	C	JN
Phelinssarious	Battlelord	C	JR
Phentan Assassin	PUD	R	JR
Phentan Gengineer	PUD	R	LAW
Phentan Militant	PUD	R	MP
Phentan Phreak	PUD	R	DS
Phentan Predator	PUD	R	DJ
Piracy	Mission	C	BW
Plasma Grenade	Equipment	R	RT
Plasmoid Devourer	Wild Event	R	AN
Point Blank	Battle	U	AM
Political Liason: Krakeds	Mission	R	KF
Political Liason: Shoustons	Mission	R	JN
Position Compromised	Wild Event	C	QH
Power Arm	Equipment	C	LAW
Price Went Up!	Wild Event	C	RT
Professor Hezba	Battlelord	U	WOC
Psychic Force	Matrix	R	MP
Puringa	Hotspot	C	KF
Python Barbarion	PUD	R	LAW
Python Cub	PUD	U	JR
Python Demolisher	PUD	U	QH
Python Interrogator	PUD	R	JR
Python Punk	PUD	U	LAW
Quarmss	Battlelord	C	RT
Raclehr	Battlelord	R	NNT
Raise Dead	Matrix	U	KF
Ram Berserker	PUD	R	WOC
Ram Commando	PUD	R	DJ
Ram Enforcer	PUD	R	RT
Ram Gunner	PUD	R	MO
Ram Halfbreed	PUD	C	AN
Ram Rmnt	PUD	U	JR
Ram Soldier	PUD	R	WOC
Rebel Negotiations	Mission	U	AF
Rebel Sympathizer	Operation	U	NNT
Reincarnate	Matrix	R	QH
Rescue Refugees	Mission	U	RT
Riot	Wild Event	C	AF
RKM Showtime Puke Cannon	Equipment	R	MO
Rush Armor	Battlelord	R	WOC
Sabrine	Battlelord	C	LAW
Sarge Dowe	Battlelord	C	HH
Scrub Mission	Wild Event	R	JN
Search & Destroy	Mission	C	AM
Second Chance	Wild Event	C	JN
Seek Ancient Knowledge	Mission	C	AF
Short Burst	Battle	U	RT
Slugger Thunderbolt Generator	Equipment	U	MO
Slonga	Hotspot	C	HH
Slave License	Operation	U	PF
Slaver	Operation	U	AN
Smoke Grenade	Equipment	R	DS
Smuggler	Operation	U	AM
Snap Shot	Battle	C	JM
Spy Satellite	Operation	R	DC
Srithiss	Hotspot	C	JR
Steal Ancient Secrets	Mission	C	NNT
Strike Team Omega	Mission	C	JN
Subsector Headquarters	Operation	R	MO
Suelmma	Hotspot	C	LAW
Suicide Bomb	Wild Event	R	DJ
Surprise	Battle	C	WOC
Surveillance	Mission	R	JM
Taches Shaft	Wild Event	C	JN
Talberma	Hotspot	C	RF
Targeting Eye	Equipment	U	LAW
Tecaoseon Incursion	Wild Event	U	RT
Telnik Dictar	Battlelord	C	DS
Terrorism	Mission	C	AM
The Bossman	Battlelord	C	MP
The Butcher	Battlelord	U	DJ
Theft	Wild Event	U	JN
Thwack'em Stik	Equipment	C	PF
Time Slow	Matrix	R	KF
Todek	Battlelord	U	QH
Takk	Battlelord	R	DS
Trade Minds	Matrix	U	QH
Trade Negotiations	Mission	U	JR
Trader	Operation	U	SVC
Training Facility	Operation	R	MO
Traitor	Wild Event	C	AN
Trick Shot	Battle	U	RT
Tza Zea Defiler	PUD	R	DS
Tza Zea Hacker	PUD	U	SVC
Tza Zea Warlock	PUD	C	QH
Ugram	Battlelord	U	LAW
Uottie	Hotspot	C	QH
Urgent Mission	Wild Event	U	RT
Uro's World	Hotspot	R	AN
Ward of Assizza	Matrix	U	AN
Water Broker	Operation	C	HH
Weapon's Sale	Wild Event	C	JM
Weapons Factory	Operation	U	MO
Weapons Permit	Equipment	U	JN
Worm Hole	Matrix	R	MP
Wrist Rockets	Equipment	R	LAW
Wrong Place, Wrong Time	Wild Event	R	BW
Xelon Peacemaker	Battlelord	U	R
Xxipt	Hotspot	C	KF
Yeppter	Hotspot	C	WOC
Zen Medic	PUD	R	MP
Zero-G Lab	Operation	R	RF

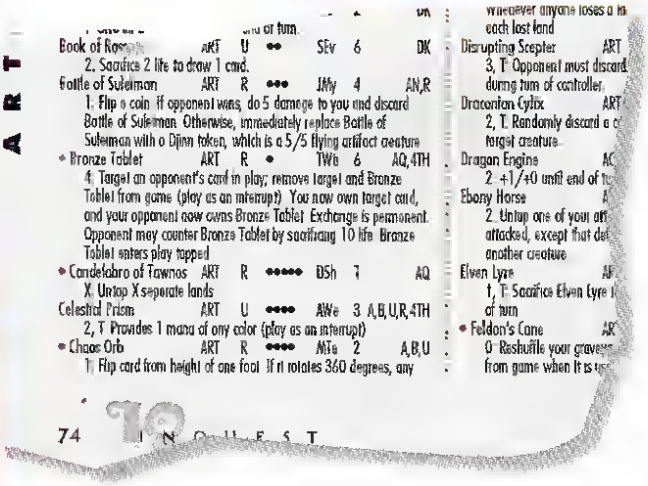
checklists

HAND BOOK

What you need to know about the *InQuest MAGIC* Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for *Magic: The Gathering* available, along with one other collectible card game in the Players Guide Spotlight.

SAMPLE LISTING



ART

Book of Ro... ART U •• SEv 6 DK
2, Sacrifice 2 life to draw 1 card.
Bottle of Suleiman ART R ••• IAy 4 AN,R
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.
• Bronze Tablet ART R • TWe 6 AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.
• Candelabra of Tawnos ART R ••••• DSh 7 AQ
X: Untap X separate lands.
Celestial Prism ART U •••• AWe 3 A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).
• Chaos Orb ART R •••• MTa 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any

end of turn.
Disrupting Scepter ART
3, T: Opponent must discard during turn of controller.
Draconian Cylix ART
2, T: Randomly discard a c... target creature.
Dragon Engine AC
2: +1/+0 until end of t...
Ebony Horse A
2: Untap one of your att... attacked, except that do... another creature.
Elven Lyre AR
1, T: Sacrifice Elven Lyre ... of turn.
• Feldon's Cane AR
0: Reshuffle your graveya... from game when it is u...

whenever anyone loses a li... each lost land.

▲ Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature, otherwise, you take 5 damage. How do we know all that? Because our Lord Cthulhu told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts listed below. Cthulhu had next to nothing to do with it.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

C Common
Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon
These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare
Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

POWER RATINGS

••••• The Best. These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

•••• Excellent. These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

••• Average. These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

•• Poor. This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• The Worst. There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.



SHELKIN BROWNIE CARD DESCRIPTION

A — Card Name
B — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
C — Description. The description of exactly what the card can do.
D — Flavor Text. A funny or informative quote, usually historical in nature.
E — Artist
F — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
G — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbol means he is from the *Legends* set.
H — Power/Toughness. Only present for creatures.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAl
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Don	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Organ-Kean, Margaret	MOK
Poole, Mark	MPo
Raabe, Mike	MRa
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSh
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Ne Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wanerstrand, Tom	TWa
Waters, Anthony	AWo
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L A	LWi
Willich, Domeon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

SPOTLIGHT:

MARVEL OVERPOWER CARD DESCRIPTION

A. Card Name: This is the name of the card. Um, do we really have to go any more in depth about this one?

B. Character: OK, a little more explanation. This is the character that can use the card.

C. Description: Still more explanations! If the card does something special, here's where you'll find the inside scoop.

D. Visual: If you wanna know whose picture is on the card, check this column in the player's guide.

E. Requires: This is the minimum requirement it takes for a character to use a specific power card. As for the symbols on the cards – a fist represents fighting, a weight represents strength, and an energy burst represents, well, energy.

F. Bonus: If your character can meet all those tough requirements, this is the bonus he or she will get when the card is used.

G. Energy: Must I explain this? OK – this is the character's Energy value. 1 sucks, 8 kicks butt.

H. Fighting: Hmmm – this is the character's Fighting value. 1 sucks, 8 does not.

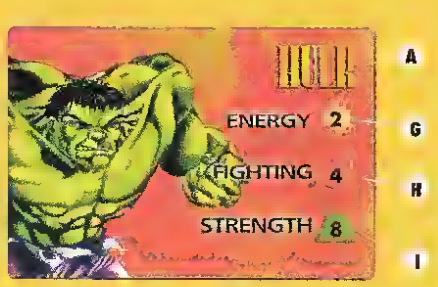
I. Strength: And finally, the character's Strength value. 4 is a little bit less than average, 5 is a little bit better.

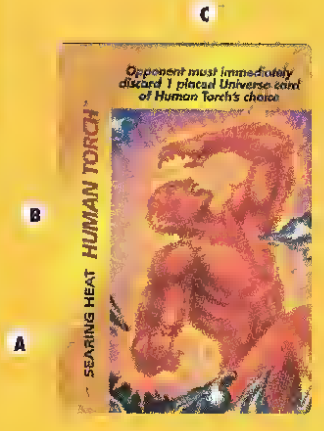
MARVEL OVERPOWER CARDGAME

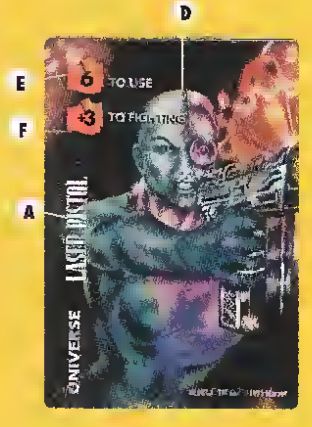
This month's spotlight is Fleer's brand-new *Marvel OverPower*. In this composite comic book spinoff, you control a squad of four heroes or villains as they battle either to complete a mission before your opponent does or just to finish off your opponent's heroes before he can take out yours.

All your favorite Marvel superheroes and villains are here, including Spider-Man, Wolverine, and Doctor Doom. Even better, you can mix and match 'em anyway you want. Think it's time for Doctor Octopus and Spidey to kiss and make up? No prob! You're in charge, so you can put them on the same team, no matter what the purists say.

OverPower combines a simple combat system with the bluffing element of poker to give you and your friends a clobberin' good time. Of course, if you're not buying any of this intro, you can check out the review in issue #5. (You know, the one with Spidey on the cover!)







INQUEST players guide

ARTIFACTS

Adarkar Sentinel ART U ●●● MBe 5 IA
Description: T: +0/+1 until end of turn. 3/3

Aegis of the Meek ART R ●●● LWi 3 IA
Description: T: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ●● HHu 1 FE
Description: 1, T: Sacrifice Aeolipile to deal 2 damage to any target

Al-abara's Carpet ART R ●●● KFo 5 LG
Description: 5, T: Prevent all damage done to you by attacking non-flying creatures.

Ashnod's Transmogrant ART C ●●● MTe 1 AQ CH
Description: Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrant after it has been used

Balm of Restoration ART R ●● MOK 2 FE
Description: 1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target

Barbed Sextant ART C ●●● AWe 1 IA
Description: 1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.





Chaos Orb & Argivian Archaeologist: The Orb is a low-costing-cost artifact with an activation cost of one and the sacrifice of the Orb. With it, you can destroy any cards in play that Chaos Orb lands on when you flip it. The Archaeologist brings any artifact from your graveyard to your hand by tapping it and using two white mana. Get this killer combo going and your opponent will be left wondering where all those cards she summoned went.

CHAOS ORB ARGIVIAN ARCHAEOLOGIST

Aladdin's Lamp ART U ●●● MTe 10 AN,R,4TH
Description: X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library

Aladdin's Ring ART U ●●● DFr 8 AN,R,4TH
Description: 8, T: Do 4 damage to any target

Alchor's Tomb ART R ●●● HMo 4 LG
Description: 2, T: Change the color of target permanent you control

Amulet of Kroog ART C ● MOK 2 AQ,4TH
Description: 2, T: Prevent 1 damage to any target

Amulet of Quoz ART R ●● DFr 6 IA
Description: 1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect

Ankh of Mishra ART R ●● AWe 2 A,B,U,R,4TH
Description: Do 2 damage to any player who puts a new land into play

Arcum's Sleigh ART U ●●● TWa 1 IA
Description: 2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands

Arcum's Weathervane ART U ●● TWa 2 IA
Description: 2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2 T: Turn a non-snow-covered land into a snow-covered land of the same type.

Arcum's Whistle ART U ●●● QHo 3 IA
Description: 3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.

Arena of the Ancients ART R ● TWo 3 LG, CH
Description: Tap all Legends when casting Arena. Legends do not untap normally during untap phase

Armageddon Clock ART U ●● AWe 6 AQ,R,4TH
Description: Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter

Ashnod's Altar ART C ●● AMa 3 AQ, CH
Description: 0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).

Ashnod's Battle Gear ART U ●● MFo 2 AQ, 4TH
Description: 2: Make one of your creatures +2/2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped

Barl's Cage ART R ●●●● TWa 4 DK, CH
Description: 3: Target creature does not untap as usual in its controller's next untap phase

Basalt Monolith ART U ●●● JMy 3 A,B,U,R
Description: T: Add 3 to your mana pool. Spend 3 to untap at any time.

Baton of Morale ART U ●●● DSh 2 IA
Description: 2: Give target creature banding until end of turn.

Battering Ram AC C ●● JMa 2 AQ,4TH
Description: Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1

Black Lotus ART R ●●●● CRo 0 A,B,U
Description: T: Discard to add 3 mana of any single color to your mana pool.

Black Mana Battery ART R ●●● AMa 4 LG,4TH
Description: 2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt)

Blink Vise ART U ●●●● RTh 1 A,B,U,R,4TH
Description: Do 1 damage for each card over four opponent has in hand during upkeep

Blue Mana Battery ART R ●●● AWe 4 LG,4TH
Description: 2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt)

Bone Flute ART U ●● CRu 2 DK
Description: T: Give all creatures -1/-0 until end of turn.

Book of Rass ART R ●● SEv 6 DK, CH
Description: 2: Sacrifice 2 life to draw 1 card

Bottle of Suleiman ART R ●●● JMy 4 AN,R
Description: 1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.

Bross Man AC U ●●● CRu 1 AN,R,4TH
Description: Pay 1 during upkeep to untap. 1/3

Bronze Horse AC R ●● MPa 7 LG, CH
Description: Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4

Bronze Tablet ART R ● TWa 6 AQ,4TH
Description: 4: Target an opponent's card in play, remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped

Candelabra of Tawnos ART R ●●●●● DSh 1 AD
Description: X: Untap X separate lands

Celestial Prism ART U ●●●● AWe 3 A,B,U,R,4TH
Description: 2, T: Provides 1 mana of any color (play as an interrupt)

Celestial Sword ART R ●● AWe 6 IA
Description: 3, T: Give a creature you control +3/+3. Bury that creature at end of turn.

Chaos Orb ART R ●●●● MTe 2 A,B,U
Description: 1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.

City in a Bottle ART R ●● DTn 2 AN
Description: Remove all Arabian Nights cards from play; prevent new ones from being put into play

Clay Statue AC C ●●● JMy 4 AQ,4TH
Description: 2: Regenerates. 3/1

Clockwork Avian AC R ●●● RAF 5 AQ,4TH
Description: Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4

Clockwork Beast AC R ●●● DTu 6 A,B,U,R,4TH
Description: Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4

Coal Golem AC U ● CRu 5 DK
Description: 3: Sacrifice Golem to add RRR to you mana pool. 3/3

Colossus of Sardia AC R ●●●● JMy 9 AQ,4TH
Description: Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9

Conch Horn ART R ●●● PFo 2 FE
Description: 1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library

Conservator ART U ● AWe 4 A,B,U,R,4TH
Description: 3, T: Negate the loss of up to 2 life

Copper Tablet ART U ●● AWe 2 A,B,U
Description: All players take 1 damage during their upkeep as long as Copper Tablet is in play

Coral Helm ART R ●● AWe 3 AQ,4TH
Description: 3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand

Crown of the Ages ART R ●●●● DFr 2 IA
Description: 4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change

Crystal Rod ART U ●● AWe 1 A,B,U,R,4TH
Description: T: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast

Cursed Rack ART U ●● RTh 4 AQ,4TH
Description: Opponent must discard to 4 cards during discard phase

Cyclopean Tomb ART R ●●● AMa 0 A,B,U
Description: 2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal

Dancing Scimitar AC R ●●● AMa 4 AN,R,4TH
Description: Flying. 1/5.

Dark Sphere AKT U ●●●● MTe 0 DK
Description: T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down

Delif's Cone ART U ●● MTe 0 FE
Description: T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn

Delif's Cube ART R ●●●● MTe 0 FE
Description: 2: T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature

Despotic Scepter ART R ●●● RTh 1 IA
Description: T: Bury target permanent you own

Diabolic Machine AC U ●● AMa 7 DK,4TH
Description: 3: Regenerates. 4/4.

Dingus Egg ART R ●● DFr 4 A,B,U,R,4TH
Description: Whenever anyone loses a land, do 2 damage to that player for each land lost.

Disrupting Scepter ART R ●●● DFr 3 A,B,U,R,4TH
Description: 3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller

Elkin Bottle ART R ● QHo 3 IA
Description: 3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.

Draconian Cylix ART R ●● EBe 2 FE
Description: 2, T: Randomly discard a card from your hand to regenerate target creature

Dragon Engine AC C ●● AMa 3 AN,R,4TH
Description: 2: +1/+0 until end of turn. 1/3

Ebony Horse ART R ● DWi 3 AN,R,4TH
Description: 2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature

Elven Lyre ART R ●● KFo 2 FE
Description: 1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
• Feldon's Cane O: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.	ART	C	••••	MTe	1	AQ, CH
Feltwar Stone T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	ART	U	••••	QHo	2	DK 4TH
Flying Carpet 2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.	ART	R	••••	MTe	4	AN,R 4TH
Forcefield 1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.	ART	R	•••••	DFr	3	A,B,U
Forethought Amulet Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	•••	MBe	5	LG
Fountain of Youth 2, T: Gain 1 life.	ART	C	••••	DGe	D	DK, CH
Fyndhorn Bow 3, T: Give target creature first strike until end of turn.	ART	U	•••	RAl	2	IA
Gauntlet of Might All mountains produce an extra mana. Give all red creatures +1/+1.	ART	R	•••••	CRu	4	A,B,U
Gauntlets of Chaos Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.	ART	R	••••	DFr	5	LG CH
Glasses of Urza T: Look at opponent's hand. No, his cards!	ART	U	•••	DSh	1	A,B,U R 4TH
Goblin Lyre O: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.	ART	R	•••	MKr	3	IA
Golgothian Sylex 1: Discard all Antiquities cards, including Golgothian Sylex, from play.	ART	R	•	KKa	4	AQ
Grapeshot Catapult T: Do 1 damage to a target flying creature. 2/3	AC	C	•••	DFr	4	AQ 4TH
Green Mana Battery 2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish; add G for each counter removed (play as an interrupt).	ART	R	•••	CRu	4	LG, 4TH
Helm of Chatzuk 1, T: Give one creature bonding ability until end of turn.	ART	R	•••	MTe	1	A B,U,R, 4TH
Hematite Talisman 3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.	ART	U	••	LWi	2	IA
Hive, The 5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.	ART	R	•••	SEv	5	A B,U,R, 4TH
Horn of Deafening 2, T: Target creature deals no damage in combat this turn.	ART	R	••••	DFr	4	LG, CH
Howling Mine Everyone must draw an extra card during his or her draw phase.	ART	R	••••	MPo	2	A,B,U R 4TH
Ice Cauldron X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.	ART	R	••••	DFr	4	IA
Icy Manipulator 1, T: Tap any land, creature, or artifact.	ART	U	•••••	AWe	4	A,B,U,IA
Icy Manipulator 1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.	ART	U	•••••	DSh	4	A,B,U
Illusionary Mask X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over. •	ART	R	•••	AWe	2	A,B,U
Implements of Sacrifice 1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.	ART	R	•••	MOK	2	FF
Infinite Hourglass Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.	ART	R	•••	HMc	4	IA
Iron Star 1, T: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.	ART	U	••	DFr	1	A,B,U R 4TH
Ivory Cup 1, T: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.	ART	U	••	AMa	1	A B U,R, 4TH
•Ivory Tower Take 1 life for each card over four you have in hand during upkeep.	ART	U	•••••	MOK	1	AQ,R, 4TH
Jade Monolith 1: Take all damage done to any creature on yourself instead.	ART	R	••	AMa	4	A,B,U,R, 4TH
Jade Statue 2: Make Jade Statue a 3/6 artifact creature that may only attack or block.	ART	U	••••	DFr	4	A,B,U
Jalum Tome 2, T: Draw a card from your library and discard a card of your choosing to your graveyard.	ART	R	•••	TWa	3	AQ, CH
Jandor's Ring 2, T: Discard a card you just drew, and draw another to replace it.	ART	R	••	DFr	6	AN R
Jandor's Saddlebags 3, T: Untap a creature.	ART	R	••••	DWi	2	AN,R, 4TH
Joyemdoe Tome 4, T: Draw 1 extra card.	ART	R	••••	MTe	4	A,B,U,R, 4TH
Jester's Cap 2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.	ART	R	•••••	DFr	4	IA
Jester's Mask Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.	ART	R	••••	DFr	5	IA
Jeweled Amulet 1, T: Place a charge counter on Jeweled Amulet; noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.	ART	U	••••	DFr	0	IA
• Jeweled Bird T: Exchange Bird for your ante; then draw a new card.	ART	R	•	AWe	1	AN, CH
Juggernaut Must attack each turn if possible. Can't be blocked by walls. 5/3.	AC	U	••••	DFr	4	A,B,U,R
Knowledge Vault 2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.	ART	R	•••	AWe	4	LG
Karmus Bell Treat all swamps in play as 1/1 creatures that can be tapped for B.	ART	R	••	CRu	4	A,B,U R,4TH
Kry Shield 2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.	ART	U	••	RTh	2	LG
Lapis Lazuli Talisman 3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.	ART	U	••	AWe	2	IA
Library of Leng Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.	ART	U	•••	DGe	1	A B,U R 4TH
Life Chisel During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.	ART	U	•••	AWa	4	LG
Life Matrix 4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.	ART	R	••••	AWe	4	LG
Living Armor Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's resting cost.	ART	C	•••	AMa	4	DK CH
Living Wall Counts as a wall. 1: Regenerates. 0/6.	AC	U	•••	AMa	4	A,B,U,R
Malachite Talisman 3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.	ART	U	••	CRu	2	IA
Mana Matrix Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.	ART	R	••	MTe	6	LG
Mana Crypt T: 2 colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.	ART	R	•••	MTe	0	BOOK
Mana Vault T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.	ART	R	••••	MTe	1	A,B,U,R 4TH
Marble Priest All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.	AC	U	•	MBe	5	LG
Meekstone Any creature with power greater than 2 may not be untapped as normal during the untap phase.	ART	R	••••	QHa	1	A,B,U,R,4TH
Mightstone All attacking creatures gain +1/+0.	ART	U	••	PVe	4	AQ
Millstone 2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.	ART	U	•••	KFo	2	AQ,R 4TH
• Mirror Universe T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.	ART	R	••••	PFa	6	LG
Mishra's War Machine Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5	AC	R	•	AWe	7	A B,U,R 4TH
• Mox Emerald T: Add G to your mana pool.	ART	R	•••••	DFr	0	A,B,U
• Mox Jet T: Add B to your mana pool.	ART	R	•••••	DFr	0	A,B,U
• Mox Pearl T: Add W to your mana pool.	ART	R	•••••	DFr	0	A,B,U
• Mox Ruby T: Add R to your mana pool.	ART	R	•••••	DFr	0	A,B,U
• Mox Sapphire T: Add U to your mana pool.	ART	R	•••••	DFr	0	A,B,U
Nacre Talisman 3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.	ART	U	••	MTe	2	
Naked Singularity CU: 3: Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.	ART	R	••	MTe	5	IA
Necropolis Counts as a wall. O: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.	AC	U	••	NTh	5	DK
Nevinyrral's Disk 1, T: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.	ART	R	••••	MTe	4	A B U,R, 4TH
North Star 4, T: You may cast one spell this turn using mana of any color.	ART	R	•••	KFo	4	LG
Nova Pentacle 3, T: Redirect all damage done to you by one source to target creature of opponent's choice.	ART	R	•••	RTh	4	LG
Obelisk of Undoing 6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.	ART	R	••	TWa	1	AQ, CH
Obsianus Golem 4/6	AC	U	•••	JMy	6	A,B,U,R, 4TH
Onulet If Onulet is placed in graveyard, its controller takes 2 life. 2/2.	AC	U	••	AMa	3	AQ R,4TH
Onyx Talisman 3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.	ART	U	••	SFv	2	IA
Ornithopter Flying. 0/2.	AC	C	••	AWe	0	AQ R,4TH
Pentagram of the Ages 4, T: Prevent all damage done to you from one source.	ART	R	••••	DSh	4	IA
Pit Trap 2, T: Sacrifice to bury target non-flying creature that is attacking you.	ART	U	•••	AMa	2	IA
Planar Gate Pay 2 colorless mana less when casting a summon spell.	ART	R	•••	MBe	6	LG





MANA CRYPT ATOG

Mana Crypt & Atog: Hey, Mana Crypt is a great source of quick mana, but adds are it's gonna start stinging you sooner or later. No worries, mate. Once you've got enough mana out and you no longer need the Crypt, just put an end to your coin-flippin' worries by feeding the artifact to your fellow Atog friend.

Key:

*/• Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Primal Clay	AC	U	••	KFo	6	AQ,R,4TH
When cast, choose whether to make Primal Clay a 1/6 wall 3/3 ground creature, or a 2/2 flying creature						
Pyramids	ART	R	••	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Rack, The	ART	U	•••	RTh	1	AQ,R,4TH
Do 1 damage for each card under three opponent has in hand during upkeep						
Rokalite	ART	R	••	CRn	6	AQ, CH
2: Prevent 1 damage to any target. Rokalite returns to owner's hand when used.						
Red Mana Battery	ART	R	•••	MTe	4	LG,4TH
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt)						
Reflecting Mirror	ART	U	••	MFo	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Relic Bottler	ART	U	••	HMc	2	LG
T: Tap target artifact.						
Ring of Immortals	ART	R	•	MBe	5	LG
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						
Ring of Ma'ruf	ART	R	••••	DFi	5	AN
5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.						
Ring of Renewal	ART	R	••••	DSh	5	FF
5, T: Randomly discard a card from your hand to draw two cards.						
Rocket Launcher	ART	U	•••	PVe	4	AQ,R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
Rod of Ruin	ART	U	•••	CRn	4	A,B,U,R,4TH
3, T: Do 1 damage to any target.						
Runed Arch	ART	R	••••	PFo	3	IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.						
Runesword	ART	C	••	CRn	6	DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
Sandals of Abdallah	ART	R	••	DFi	4	AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						
Scarecrow	AC	U	•••	AMa	5	DK
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2						
Sentinel	AC	R	•••	RAF	4	LG, CH
*=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*						
Serpent Generator	ART	R	••••	MTe	6	LG, CH
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.						
Shapeshifter	AC	U	••••	DFi	6	AQ,4TH
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*)						
Shield of the Ages	ART	U	••••	AMa	2	IA
2: Prevent 1 damage to you.						
Skull Catapult	ART	U	•••	BWa	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
Skull of Orm	ART	U	•••	TWo	3	DK
5, T: Bury an enchantment card from your graveyard into your hand.						
Snow Fortress	AC	R	••••	JMe	5	IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. D/4						
Soldevi Golem	AC	R	•••	AMa	4	IA
Does not untap during your untap phase. D: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3						
Soldevi Simulacrum	AC	U	•••	DFi	4	IA
CU: 1, T: +1/+0 until end of turn. 2/4						
Sol Ring	ART	U	•••••	MTe	1	A,B,U,R
T: Add 2 to you mana pool (play as an interrupt)						
Soul Net	ART	U	••	DWi	1	A,B,U,R,4TH
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
Spirit Shield	ART	R	•••	SKi	3	FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						
Staff of Zegon	ART	C	•	MPo	4	AQ
3: Make target creature -2/0 until end of turn. Creatures with power less than 1 deal no damage.						
Standing Stones	ART	U	•	SFv	3	DK
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.						
Stone Calendar	ART	R	••	AWe	5	DK
Your spells cost 1 less to cast; casting cost cannot go below 0.						
Su-Chi	AC	U	•	CRu	4	AQ
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4						
Sunglasses of Urza	ART	R	•••	DFi	3	A,B,U,R,4th
Your plains may generate either a white or red mana.						
Staff of the Ages	ART	R	••	DGe	3	IA
Creatures with landwalk ability may be blocked as if they did not have that ability.						
Sunstone	ART	U	••	PFo	3	IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.						
Sword of the Ages	ART	R	••••	CRu	6	LG
Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.						
Tablet of Epityr	ART	C	•	CRu	1	AQ
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
Tawnos's Coffin	ART	R	••••	CRu	4	AQ
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.						
Tawnos's Wand	ART	U	••	DSh	4	AQ,4TH
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
Triskelion	AC	R	••••	DSh	6	AQ,4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1						
Urza's Avenger	AC	R	••••	AWe	6	AQ,4TH
0: Avenger loses -1/-1 and you may give it either flying, bonding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4						
Urza's Bauble	ART	U	•	CRu	0	IA
T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.						
Urza's Chalice	ART	C	••	JMe	1	AQ
T: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.						
Urza's Miter	ART	R	••	RAF	3	AQ
3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.						
Vexing Arcanix	ART	R	••••	RGo	4	IA
3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.						
Vibrating Sphere	ART	R	••	RTh	4	IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.						
Voodoo Doll	ART	R	••	SFv	6	LG, CH
Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.						
Walking Wall	AC	U	••••	AWa	4	IA
Counts as wall. 3: Give Walking Wall +3/1 and enable it to attack. This ability may only be used once per turn. D/6. Wall cannot attack the turns it comes under your control.						
Wall of Shields	AC	U	••	RGo	3	IA
Counts as wall. Bonding. D/4						



RUKH EGG



CHAIN LIGHTNING

Rukh Egg & Chain Lightning: The Rukh Egg is a 0/3 blocker, and if it goes to the graveyard from play, the Rukh's mom, a 4/4 flying red creature token, comes into play on your side. Why use Chain Lightning to break the Egg, instead of Lightning Bolt? 'Cause Chain Lightning allows the controller of the last target struck by it to duplicate the spell and pick yet another target for the "chain of lightning." That makes it easy to fry all your Eggs in one shot!

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Tawnos's Weaponry	ART	U	•••	DFi	2	AQ,4TH
2T: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.						
Tetravus	AC	R	•••	MTe	6	AQ,4TH
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus. 1/1						
Throne of Bone	ART	U	••	AMa	1	A,B,U,R,4TH
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.						
Time Bomb	ART	R	•••	AWe	4	IA
Put a time counter on Time Bomb during your upkeep. T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.						
Time Vault	ART	R	••••	MTe	2	A,B,U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
Tormod's Crypt	ART	C	••••	CRu	0	DK, CH
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
Tower of Coireall	ART	U	••	DFi	2	DK
T: Make target creature unblockable by walls until end of turn.						
Triassic Egg	ART	R	•••	DFi	4	LG, CH
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
Wall of Spears	AC	C	••	SEv	3	AQ,4TH
First strike, counts as a wall. 2/3						
Wand of Ith	ART	U	••••	QHa	4	DK
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.						
War Barge	ART	U	••••	TWa	4	DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.						
War Chariot	ART	U	••••	DWi	3	IA
3, T: Give target creature trample until end of turn.						
Weakstone	ART	U	••	JHa	4	AQ
All attacking creatures lose 1/-0. Those creatures with power less than 1 deal no damage.						
Whalebone Glider	ART	U	•••	AWe	2	IA
2, T: Give one of your creatures with power no greater than 3 flying until end of turn.						
White Mana Battery	ART	R	•••	AWo	4	LG,4TH
2, T: Add a counter to White Mana Battery. T: Add W to you mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt)						
Winter Orb	ART	R	•••	MTe	2	A,B,U,R,4TH
Each player may only untap up to 1 land during untap phase.						
Wooden Sphere	ART	U	••	MTe	1	A,B,U,R,4TH
1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						
Yotion Soldier	AC	C	•••	CRu	3	AQ,4TH
Yotion Soldier does not tap when attacking. 1/4						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Zelyon Sword	3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.	ART	R	●●●	SKi	3	FF
Zuran Orb	0: Sacrifice a land to gain 2 life.	ART	U	●●●●	SEv	0	IA

BLACK

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Abomination	Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.	SC	U	●●●	MTe	BB3	LG,4TH
Abyss, The	Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	●●●	PVe	B3	LG
Abyssal Specter	Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.	SC	U	●●●	RTp	BB2	IA
All Hallow's Eve	Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	●●●	CRu	BB2	LG
Animate Dead	Bring a creature from any graveyard into play on your side with -1 power.	EC	U	●●●●	AMa	B1	A,B,U,R,4TH
Armor Thrull	T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKe, JMe, RSp, PVe. 1/3.	SC	C	●●●●	Multi	B2	FE
Artifact Possession	Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	●●	CRu	B2	AQ
Ashen Ghoul	Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1	SC	U	●●●	RSp	B3	IA
Ashes to Ashes	Remove two non-artifact creatures from the game and lose 5 life.	SOR	U	●●●	DTu	BB1	DK,4TH
Bad Moon	All black creatures in play get +1/+1.	EN	R	●●●●	JMy	B1	A,B,U,R,4TH
Banshee	X: T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.	SC	U	●●	JMy	BB2	DK, CH
Basal Thrull	T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, PFo, RKF, CRu. 1/2	SC	C	●	Multi	BB	FE
Black Knight	Protection from white, first strike. 2/2.	SC	U	●●●●	JMe	BB	A,B,U,R,4TH
Blight	If target land is tapped, destroy it at end of turn.	EL	U	●●	PVe	BB	LG,4TH
Boil Imp	Flying. 1/1.	SC	C	●●	RSp	B1	DK,4TH
Bog Rats	Cannot be blocked by walls. 1/1.	SC	C	●●●	RSp	B	DK, CH
Bog Wraith	Swampwalk. 3/3.	SC	U	●●●	JMe	B3	A,B,U,R,4TH
Breeding Pit	Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.	EN	U	●●●●	AMa	B3	FE
Brine Shaman	T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU: Sacrifice a creature to counter a summon spell. 1/1	SC	C	●●●	CRu	B1	IA
Burnt Offering	Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.	INT	C	●●	DGe	B	IA
Carrion Ants	T: +1/+1 until end of turn. 0/1.	SC	U	●●●●	RTh	BB2	LG,4TH
Chains of Mephistopheles	Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.	EN	R	●	HHu	B1	LG
Cloak of Confusion	If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.	EC	C	●●	MOK	B1	IA
* Contract from Below	Discard your hand, draw a new ante card plus seven cards.	SOR	R	●●●●	DSh	B	A,B,U,R
Cosmic Horror	First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.	SC	R	●●●	JMy	BBB3	LG,4TH
Cuombajj Witches	T: Each player does 1 damage to any target. 1/3.	SC	C	●●●	KFo	BB	AN, CH
Curse Artifact	Controller of target artifact must bury target during upkeep or lose 2 life.	EA	U	●	MTe	BB2	DK
Cursed Land	Do 1 damage to controller of target land during upkeep.	EL	U	●●●	JMy	BB2	A,B,U,R,4TH
Cyclopean Mummy	Remove Mummy from game if it goes to graveyard. 2/1.	SC	C	●	EBe	B1	LG,4TH
Dance of the Dead	Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.	EC	U	●●●●	RGo	B1	IA
Dark Banishing	Bury target creature. Cannot target black creatures.	INS	C	●●●●	DTu	B2	IA
Dark Ritual	Add BBB to you mana pool.	INT	C	●●●●●	THa	B	A,B,U,R,4th,IA
Dark Ritual	Add BBB to your pool of mana.	INT	C	●●●●●	SEv	B	A,B,U,R,4TH
Darkness	Creatures attack and block as normal but deal no damage.	INS	C	●●●	HMc	B	LG
* Darkpact	Swap your topmost undrawn card with either ante card.	SOR	R	●●●●	QHo	BBB	A,B,U,R
Deathgrip	BB: Counter a green spell (play as an interrupt).	EN	U	●●●	AMa	BB	A,B,U,R,4TH
Deathlace	Change the color of one card being played or in play to black.	INT	R	●●●	SEv	B	A,B,U,R,4TH
* Demonic Attorney	Unless opponent concedes game, both players must draw an extra ante card.	SOR	R	●●	DGe	B	A,B,U,R
Demonic Consultation	Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.	INS	U	●●	RAl	B	IA
Demonic Hordes	T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.	SC	R	●●●●	JMy	BBB3	A,B,U,R
Demonic Torment	Target creature deals no damage during combat and may not attack.	EC	U	●●●	AMa	B2	LG
* Demonic Tutor	Choose one card from your library, then reshuffle your library.	SOR	U	●●●●●	DSh	B1	A,B,U,R
Derelor	Your black spells cast on addimanol B. 4/4.	SC	R	●●	AMa	B3	FE
Drain Life	Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.	SOR	C	●●●	DSh	BTX	A,B,U,R,4TH
Dread Wight	At the end of combat, put a paralyzation counter on any creature blocked by an blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4	SC	R	●●●	DGe	BB3	IA
Drift of the Dead	Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*	SC	U	●●●	BSn	B3	IA
Drudge Skeletons	B: Regenerates. 1/1	SC	C	●●●●	SEv	B1	A,B,U,R,4TH
Eater of the Dead	Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.	SC	U	●●●	JMy	B4	DK
Eban Praetor	Trample, first strike. Put a +2/+2 counter on Eban Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.	SC	R	●●●	RAF	B4	FF
El-Hajjaj	Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1	SC	R	●●●	DWi	BB1	AN,R,4TH
Erg Raiders	Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3	SC	C	●●	DWi	B1	AN,R,4TH
Evil Eye Dims-By Gare	Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6	SC	U	●●	JMy	B4	LG
Evil Presence	Target land is now a basic swamp.	EL	U	●●●	SEv	B	A,B,U,R 4TH
Fallen, The	During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3	SC	U	●●	JMy	BBB1	DK, CH
Fallen Angel	Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3	SC	U	●●●●	AMa	BB3	LG, CH
Fear	Only black or artifact creatures may block target creature.	EC	C	●●●●	MPo	BB	A,B,U,R,4TH
Fear	Only black or artifact creatures may block target creature.	EC	C	●●●●	REm	BB	A,B,U,R,4th,IA
Flow of Maggots	CU: 1. May not be blocked by non-wall creatures. 2/2	SC	R	●●●●	RSp	B2	IA
Foul Familiar	Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.	SC	C	●●●	AMa	B2	IA
Frankenstein's Monster	Take X creatures from you graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.	SC	R	●●	AMa	BBX	DK
Frozen Shade	B: +1/+1 until end of turn. 0/1	SC	C	●●●	DSh	B2	A,B,U,R 4TH
Gangrenous Zombies	T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2	SC	C	●●●	BSn	BB1	IA
Gate to Phyrexia	Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	●●●	SFv	BB	AQ
Gaze of Pain	For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.	SOR	C	●●●	AMa	B1	IA
Ghosts of the Damned	T: Make target creature -1/-0 until end of turn. 0/2	SC	C	●	EBe	BB1	LG
Giant Slug	S: Give Slug landwalk ability of your choice on your next turn. 1/1	SC	C	●●●	AMa	B	LG, CH
Gloom	D/1: White spells and white enchantment activation costs now require 3 extra mana.	EN	U	●●●●	DFi	B2	A,B,U,R,4TH
Glyph of Doom	Creatures blocked by target wall are destroyed after combat.	INS	C	●	SVC	B	LG
Gravebind	Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.	INS	R	●●	DTu	B	IA
Grave Robbers	B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.	SC	R	●●●	QHo	BB1	DK
Greed	B: Draw an extra card and sacrifice 2 life.	EN	R	●●●	PFo	B3	LG, 4TH
Guardian Beast	If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.	SC	R	●●●●	KMe	B3	AN
Hasran Ogress	Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2	SC	C	●	DFr	BB	AN, CH
Haunting Wind	Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	●●	JMe	B3	AQ



CITY OF SHADOWS



BREEDING PIT

City of Shadows & Breeding Pit: City of Shadows is a vastly underrated card that allows you to sacrifice a creature to put a permanent counter on the City. Then, when you tap it, you get X colorless mana, X equaling the amount of counters on it. Combine that with a Breeding Pit, which grows a creature at the end of every turn, and boom, you've got a mana generator that's got really big Fireball or Stream of Life written all over it.

/ Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EM Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

Key

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Headless Horseman	SC	C	••	QHo	B2	LG
2/2						
Hecatomb	EN	R	•••••	Nth	BBT	IA
Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.						
Hell Swarm	INS	C	•	CRu	B	LG
Make all creatures -1/-0 until end of turn.						
Hell's Caretaker	SC	R	•••••	SEv	B3	LG, CH
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1						
Hellfire	SOR	R	••••	PVe	BBB2	LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.						
Hoar Shade	SC	C	•••	RTh	B3	IA
B: +1/+1 until end of turn. 1/2						
Horror of Horrors	EN	U	•••	MTe	BB3	LG
Sacrifice a swamp to regenerate a black creature.						
Howl from Beyond	INS	C	••••	MPo	BX	A,B,U,R,4th,IA
Target creature gains +X/+0 until end of turn.						
Hymn to Tourach	SOR	C	••••	Mulh	BB	FE
Target player randomly discards two cards in hand. Artists: LDo, QHo, SKi, SVC						
Hyalopterous Lemure	SC	U	•••	RTh	B4	IA
0: Gains flying and -1/-0 until end of turn. 4/3						
Hypnotic Specter	SC	U	••••	DSh	BB1	A,B,U,R,4TH
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2						
Icequake	SOR	U	•••	RKE	BB1	IA
Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.						
Imprison	EC	R	••••	CRu	B	LG
T: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.						
Infernal Darkness	EN	R	••	PFo	BB2	IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.						
Infernal Denizen	SC	R	•••	DTu	B7	IA
During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7						
Infernal Medusa	SC	U	•••	AMo	BB3	LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4						
Initiates of the Ebon Hand	SC	C	•••	Mulh	B	FE
T: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDo, KFo, HHu. 1/1.						
Inquisition	SOR	C	•	AMo	B2	DK
Examine target player's hand. Do 1 damage to for each white card in hand.						



PETRA SPHINX — FIELD OF DREAMS

Petra Sphinx & Field of Dreams: The Petra Sphinx is a neat creature that can tap to allow a target player to call out a card's name and, if it's the top card in that library, put it into his or her hand! Play Field of Dreams, which turns the top card in every library face-up, use the Sphinx to target yourself, and you've got the fixings for a brutal game.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Jovial Evil	SOR	R	••	CRn	B2	LG
Do 2 damage to opponent for each white creature opponent controls.						
Junun Efreet	SC	U	•••	CRn	BB1	AN 4TH
Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.						
Juzam Djinn	SC	R	•••••	MTe	BB2	AN
Lose 1 life during upkeep. 5/5						
Kjeldoran Dead	SC	C	••••	MBe	B	IA
You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.						
Knights of Stromgald	SC	U	••••	MPo	BB	IA
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1						
Krovikon Elementalist	SC	U	•••	DSh	BB	IA
2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1						
Krovikon Fetish	EC	C	••	HHu	B2	IA
Target creature gets +1/+1. Draw a card at the beginning of the next turn.						
Krovikon Vampire	SC	U	•••	QHo	BB3	IA
If a creature dies during a turn in which Krovikon Vampire damaged it, it is put into play under your control. Bury the creature if Krovikon Vampire leaves play or your control. 3/3						
Legions of Lim-Dûl	SC	C	••	AMo	BBT	IA
Snow-covered swampwalk. 2/3						
Leshrac's Rite	EC	U	•••	RTh	B	IA
Give target creature swampwalk.						
Leshrac's Sigil	EN	U	••••	DTu	BB	IA
BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.						
Lesser Werewolf	SC	U	•••	QHo	B3	LG
B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4						
Lich	EN	R	••	DGe	BBBB	A,B,U
Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.						
Lim-Dûl's Cohort	SC	C	••	DSh	BB1	IA
Creatures blocking or blocked by Lim Dul's Cohort cannot regenerate this turn. 2/3						
Lim-Dûl's Hex	EN	U	•••	LDo	B1	IA
During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.						
Lord of the Pit	SC	R	•••	MTe	BBB4	A,B,U,R,4TH
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.						
Lost Soul	SC	C	••	RAE	BB1	LG,4TH
Swampwalk. 2/1.						
Marsh Gas	INS	C	•	DSh	B	DK,4TH
Make all creatures -2/-0 until end of turn.						
Mindstab Thrull	SC	C	••	Mulh	BB1	FE
If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKE, MTe. 2/2						
Mind Ravel	SOR	C	•	MTe	B2	IA
Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.						
• **Mind Twist**	SOR	R	•••••	TBa	BX	A,B,U,R,4TH
Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.						
Mind Warp	SOR	U	•••	LDo	B3X	IA
Look at a player's hand and discard X cards of your choice from that hand.						
Mind Whip	EC	R	•••	DTu	BB2	IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Minion of Leshrac	SC	R	••••	LWi	BBB4	IA
Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5						
Minion of Tevesh Szat	SC	R	•••••	JBa	BBB4	IA
Pay BB during upkeep or take 2 damage. T: Give target creature +3/+2 until end of turn. 4/4						
Mold Demon	SC	R	•	JMy	BB5	LG
Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6						
Mole Worms	SC	U	••••	DGe	B2	IA
T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.						
Moor Fiend	SC	C	•••	AMo	B3	IA
Swampwalk. 3/3.						
Murk Dwellers	SC	C	•••	DTu	B3	DK,4TH
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2						
Nameless Race	SC	R	•••	QHo	B3	DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*						
Necrite	SC	C	••	Mulh	BB1	FE
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTn. 2/2						
Necropotence	EN	R	•	MTe	BBB	IA
Skip your draw phase. 0: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.						
Nether Shadow	SC	R	•••	CRu	BB	A,B,U,R,4TH
If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.						
Nether Void	EW	R	•••	HMc	B3	LG
Counter all spells unless their casters pay an extra 3.						
Nettling Imp	SC	U	•••	QHo	B2	A,B,U,R
T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.						
Nightmare	SC	R	••••	MBe	B5	A,B,U,R,4TH
Flying. Power and toughness equal number of swamps controller has in play. */*.						
Norrit	SC	C	••••	MRa	B3	IA
T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1						
Oath of Lim-Dûl	EN	R	•••	DSh	B3	IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.						
Order of the Ebon Hand	SC	C	••••	Mulh	BB	FE
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1						
Oubliette	EN	C	••••	DSh	BBT	AN
Place target creature out of play.						
Paralyze	EC	C	•••	AMo	B	A,B,U,R,4TH
Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.						
Pestilence	EN	C	•••••	JMy	B2	A,B,U,R,4TH
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.						
Pestilence Rats	SC	C	••	JMo	B2	IA
* equals the number of other Rats in play. */3						
Phyrexian Gremlins	SC	C	••••	AWe	B2	AQ
T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1						
Pit Scorpion	SC	C	••	SKi	B2	LG, 4TH
If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.						
Plague Rats	SC	C	••	AMo	B2	A,B,U,R,4TH
Power and toughness equal number of Plague Rats in play. */*.						
Pox	SOR	R	••••	CBr	BBB	IA
Each player sacrifices 1/3 of their life, then they must discard 1/3 of the cards in their hand, then they must sacrifice 1/3 of their creatures, finally they must sacrifice 1/3 of their lands. Round each loss up.						
Priest of Yawgmoth	SC	C	•	MTe	B1	AQ
T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2						
Quagmire	EN	U	••	DFr	B2	LG
Creatures with swampwalk may be blocked.						
Rag Man	SC	R	•••	DGe	BB2	DK,4TH
BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.						
Raise Dead	SOR	C	•••	JMo	B	A,B,U,R,4TH
Bring a creature from your graveyard into your hand.						
Royal Assassin	SC	R	•••••	TWo	BB1	A,B,U,R,4TH
T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.						
Sacrifice	INT	U	•	DFr	B	A,B,U,R
Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.						

Scathe Zombies SC C •• 1My B2 A,B,U,R,4TH
2/2
Scavenging Ghoul SC U ••• 1Me B3 A,B,U,R,4TH
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2
Season of the Witch EN R •• 1My BBB DK
At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.
Seizures EC C ••• 1Ba B1 IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.
Sengir Vampire SC U •••• AMa BB3 A,B,U,R,4TH
Flying. Gets +1/+1 counter if a creature dies in turn. Vampire damaged it. 4/4
Sewers of Estark IHS R ••• MBe BB2 BOOK
If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.
Shimian Night Stalker SC U ••• 1My BB3 LG, CH
Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.
Simulacrum INS U •••• MPa B1 A,B,U,R,4TH
Retroactively divert all damage done to you this turn to one of your creatures.
Sinkhole SOR C ••• SEv BB A,B,U
Destroy a land.
Songs of the Damned INT C •• PVe B IA
Add B to your mana pool for every creature in your graveyard.
Sorceress Queen SC R ••••• KFa BB1 AN,R,4TH
T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1
Soul Burn SOR C ••• RAi B2 IA
Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.
Soul Exchange SOR U •••• AWa BB EE
Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.
Soul Kiss EC C •••• NLe B2 IA
B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.
Spirit Shackle EC U •• EBe BB LG,4TH
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.
Sparks of Evil INT R ••• QHa B2 IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.
Sparks of War SOR R •••• PVe BX IA
Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.
Stench of Evil SOR U •••• MTe BB2 IA
Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.
Stone Throwing Devils SC C ••• KMe B AN
First strike. 1/1
Stromgald Cabal SC R ••••• AMa BB1 IA
T: Sacrifice 1 life to counter a white spell. 2/2
Syphon Soul SOR C ••• MBe B2 LG
Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.
Takklemaggot EC U •• DGe BB2 LG, CH
Put a 0/1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.
Terror INS C •••• RSP B1 A,B,U,R,4TH
Bury target creature. Cannot target black or artifact creatures.
Thrull Champion SC R •••• DGe B4 FE
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2
Thrull Retainer EC U •••• RSp B FE
Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.
Thrull Wizard SC U •• AMa B2 FE
B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1
Touch of Darkness INS U ••• PVe B0 LG
Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.
Touch of Death SOR C •• MBe B2 IA
Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.
Tourach's Chant EN U •• RKE BB1 FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.
Tourach's Gate EL R •• SEv BB1 FE
You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. 0: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.
Transmutation INS C ••• SVC B1 LG, CH
Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.
Uncle Istvan SC U ••• DGe BBB1 DK,4TH
Creatures cannot damage Uncle Istvan. 1/3
• Underworld Dreams EN U ••••• JBa BBB LG
Do 1 damage to opponent for each card drawn.
Unholy Strength EC C ••• DSh B A,B,U,R,4TH
Target creature gains +2/+1.
Vampire Bats SC C •• AMa B LG,4TH
Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1
Walking Dead SC C •••• DEr B1 LG
B: Regenerates. 1/1.
Wall of Bone SC U •• AMa B2 A,B,U,R,4TH
B: Regenerates. 1/4.
Wall of Putrid Flesh SC U •• RTh B2 LG
Protection from white: damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4
Wall of Shadows SC C ••• PVe BB LG, CH
damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1
Wall of Tombstones SC U • DEr B1 LG
=the number of creatures in your graveyard. 0/1+
Warp Artifact EA R ••• AWe BB A,B,U,R,4TH
Do 1 damage to target artifact's controller during upkeep.
Weakness EC C •••• DSh B0 A,B,U,R,4TH
Target creature loses 2/1.
Withering Wisps EN U •••• Nth BB1 IA
B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end.
Will O' The-Wisp SC R ••••• 1My B A,B,U,R,4TH
Flying. B: Regenerates. 0/1
Word of Binding SOR C ••• RSp BBX DK,4TH
Top X creatures.
Word of Command INS R • 1My BB A,B,U
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.
Worms of the Earth EN R • AMa BBB2 DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.
Wretched, The SC R ••• CRu BB3 LG, CH
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.
Xenic Poltergeist SC R ••• DFr BB1 AQ 4TH
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.
Yawgmoth Demon SC R •• SEv BB4 AD CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon tops to do 2 damage to you. 6/6
Zombie Master SC R •• JMe BB1 A,B,U,R,4TH
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3





LIVING PLANE DROP OF HONEY

Living Plane & Drop of Honey: This one is just plain rude. Cast Living Plane, which turns all lands into 1/1 creatures, and follow up with Drop of Honey, which during its controller's upkeep destroys the weakest creature on the board. If there's a tie, then the Drop's controller—you—chooses what to destroy—one of your enemy's lands. Ouch!

BLUE

Acid Rain SOR R ••• NTh U3 LG
Destroy all forests in play.
Air Elemental SC U •••• RTh UU3 A,B,U,R,4TH
Flying. 4/4
Amnesia SOR U ••• MPa UUU3 DK
Examine target player's hand. Target discards all non-land cards in hand.
• Ancestral Recall INS R ••••• MPa U A,B,U
Target player must draw 3 cards.
Animate Artifact EA U ••• DSh U3 A,B,U,R,4TH
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost, target retains original abilities.
Anti-Magic Aura EC C •••• DSh U2 LG
Destroy all enchantments on target creature which cannot be targeted by any other instants, sorceries, or enchantments.
Apprentice Wizard SC C ••• DFi UU1 DK,4TH
U, T: Add 3 to your mana pool (play as an interrupt). 0/1
Armlet's Ascent EN C ••• DTu UU1 IA
CU, U, T: Target creature gains flying until end of turn.
Azure Drake SC U ••• DFr U3 LG, CH
Flying. 2/4
Backfire EC U •• BSn U LG,4TH
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.
Boldavian Conqueror SC U ••• MTe U1 IA
T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2
Boldavian Shaman SC C •• QHa U IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU. 1. 1/1
Binding Grasp EC U •••• RTp U3 IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.
Blue Elemental Blast INT C ••• RTh U A,B,U,R,4TH
Counter a red spell being cast or destroys a red card in play.
Boomerang INS C •••• BSn UU LG, CH
Return target permanent to owner's hand.
• Braingeyser SOR R •••• MTe UUX AB,U,R
Target player must draw X cards.
Brainstorm INS C •••• CRu U IA
Draw three cards, then put any two cards from your hand on top of your library in any order.
Breath of Dreams EN U ••• PFa UU2 IA
CU: U. Green creatures require an additional CU: 1.
Brine Hag SC U • QHa UU2 LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2
Clairvoyance INS C ••• KMe U IA
Look at target player's hand. Draw a card at the beginning of the next turn.
Clone SC U •••• JBa U3 A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*

Key

/ Restricted/Banned · AR Artifact · CU Cumulative Upkeep · EC Enchant Creature · EL Enchant Land · EW Enchant World · INT Interrupt · SC Summon Creature
AC Artifact Creature · CR Current Rarity · EA Enchant Artifact · EE Enchant Enchantment · EN Enchantment · INS Instant · LAN Land · SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Control Magic	EC	U	●●●●●	DWi	UU2	A,B,U,R,4TH
Control target creature until enchantment is discarded or game ends.						
• **Copy Artifact**	EN	R	●●●●	AWe	U1	A,B,U,R
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						
Counterspell	INT	U	●●●●●	MPo	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast.						
Creature Bond	EC	C	●●	AMo	U1	A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
Dance of Many	EN	R	●●●	SEv	UU	DK, CH
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Dandan	SC	C	●	DTe	UU	AN, CH
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1						
Energy Flux	EN	U	●●●	KFo	U2	AQ,R,4TH
Each artifact requires 2 during upkeep or it must be destroyed.						
Energy Tap	SOR	C	●●	DGe	U	LG,4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Enervate	INS	C	●	LWi	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
Erosion	EL	C	●●	PVe	UUU	DK,4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Errant Minion	EC	C	●	HMc	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.						
Essence Flare	EC	C	●●●	RKF	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
Feedback	EE	U	●●	QHo	U2	A,B,U,R,4TH
Do 1 damage to controller of target enchantment during upkeep.						
Field of Dreams	EW	R	●●●	KFo	U	LG
The top card in every library plays face up.						
Fishliver Oil	EC	C	●●●	AMo	U1	AN, CH
Give target creature islandwalk.						
Flash Counter	INT	C	●●●	HMc	U1	LG
Counter target interrupt or instant spell.						
Flash Flood	INS	C	●	TWa	U	LG, CH
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
Flight	EC	C	●●●●	AMo	U	A,B,U,R,4TH
Target creature now has flying.						
Flood	EN	C	●●●	DDe	U	DK,4TH
UU: Tap target non-flying creature.						
Flying Men	SC	C	●●●●	CRu	U	AN
Flying. 1/1						
Force Spike	INT	C	●●	BWa	U	LG
Counter target spell unless its caster spends 1 extra colorless mana.						
Force Void	INT	U	●	MTe	U2	IA
Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.						
Gaseous Form	EC	C	●●	PFo	U2	LG,4TH
Target creature deals not receives damage in combat.						
Ghost Ship	SC	U	●●●●	TWa	UU2	DK,4TH
Flying. UUU: Regenerates. 2/4.						
Giant Shark	SC	C	●●	TWa	U5	DK
When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and tramples until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4						
Giant Tortoise	SC	C	●●	KFo	U1	AN,4TH
+0/+3 while untapped. 1/1.						
Glacial Wall	SC	U	●●●	DWi	U2	IA
0/7						
Glyph of Delusion	INS	C	●	SVC	U	LG
Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.						
High Tide	INS	C	●●●●	Multi	U	FE
All islands produce an additional U until end of turn. Artists: AMo, DTu, AWe.						
Homarid	SC	C	●	Multi	U2	FE
Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets +1/+1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.						
Homarid Shaman	SC	R	●●●	AWe	UU2	FE
U: Tap target green creature. 2/1.						
Homarid Spawning Bed	EN	U	●●●●	DSh	UU	FE
UU1: Sacrifice a blue creature to put X Comarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
Homarid Warrior	SC	C	●●	Muh	U4	FE
U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: RAF, DGe, DSh. 3/3						
Hurkyl's Recall	INS	R	●●●	NTh	U1	AQ,R,4TH
Return all artifacts in play owned by target player to owner's hand. enchantments on those artifacts are discarded.						
Hydroblast	INT	C	●●●	KFo	U	IA
Counter a red spell being cast or destroy a red permanent.						
Iceberg	EN	U	●●●	JMe	UUX	IA
Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.						
Icy Prison	EN	R	●●●	AMo	UU	IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.						
Illusionary Forces	SC	C	●●●	JHo	U3	IA
Flying. CU: U. 4/4.						
Illusionary Presence	SC	R	●●●	KFo	UU1	IA
CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2						
Illusionary Terrain	EN	U	●●●	RAl	UU	IA
CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.						
Illusionary Wall	SC	C	●●●	MPo	U1	IA
Flying, first strike. CU: U. 7/4.						
Illusions of Grandeur	EN	R	●●●	QHo	U3	IA
CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.						
In the Eye of Chaos	EW	R	●	CRu	U2	LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
Infuse	INS	C	●	RGo	U2	IA
Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
Invisibility	EC	C	●●●●	AMo	UU	A,B,U
Target creature may only be blocked by walls.						
Invoke Prejudice	EN	R	●●	HMc	UUUU	LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
Island Fish Jasconius	SC	R	●●	JMy	UUU4	AN,R,4TH
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8						
Jump	INS	C	●●	MPo	U	A,B,U,R,4TH
Target creature has flying until end of turn.						
Juxtapose	SOR	R	●●●	JHo	U3	LG, CH
Caster and target player each choose their highest-costing-cost creature and exchange control of them, then damg the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
Krovikan Sorcerer	SC	C	●●●	PMo	U2	IA
T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1						
Land Equilibrium	EN	R	●●●	JMy	UU2	LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.						
Leviathan	SC	R	●●●	MTe	UUUU5	DK,4TH
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10						
Lifetap	EN	U	●●●●	AMo	UU	A,B,U,R,4TH
Gain 1 life whenever opponent taps a forest.						
Lord of Atlantis	SC	R	●●●	MBe	UU	A,B,U,R,4TH
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.						
Magical Hack	INT	R	●●●●	JBo	U	A,B,U,R,4TH
Change the text of a card being played or in play by switching one basic land type with another.						
Magus of the Unseen	SC	R	●●●●●	KFo	U1	IA
U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1						
Mahamoti Djinn	SC	R	●●●●●	DFi	UU4	A,B,U,R,4TH
Flying. 5/6						
Mana Drain	INT	U	●●●●●	MTe	UU	LG
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.						
Mana Short	INS	R	●●●●	DWi	U2	A,B,U,R,4TH
All opponent's lands are tapped, opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
Mana Vortex	EN	R	●●	DSh	UU1	DK
Sacrifice a land when casting. Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.						





Giant Shark & Rod of Ruin: The Giant Shark is a vicious 4/4 brute that gets +2/+0 and trampling if the creature it meets in combat takes damage before the Shark hurts it. Soooo... right after blocking's declared, ping the Shark's adversaries with a Rod o' Ruin, and watch out!

GIANT SHARK — ROD OF RUIN

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Deep Spawn	SC	U	●●●	MTe	UUU5	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.						
Deep Water	EN	C	●●	JMe	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Deflection	INT	R	●●●●●	MRo	U3	IA
Target spell with one target now targets a legal target of your choice.						
Devouring Deep	SC	C	●●	LDo	U2	LG
Islandwalk. 1/2.						
Dromfire's Restoration	SOR	C	●●	AWe	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.						
Drain Power	SOR	R	●●●●	BSh	UU	A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
Dream Coat	EC	U	●●●	AWa	U	LG
Change target creature's color to another color (play as an interrupt).						
Dreams of the Dead	EN	U	●●●	HHu	U3	IA
U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.						
Drowned	SC	C	●	QHo	U1	DK
B: Regenerates. 1/1						
Elder Spawn	SC	R	●	JMy	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6						
Electric Eel	SC	U	●	AMo	U	DK
RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.						
Enchantment Alteration	INS	U	●●●●	BSn	U	LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.						

Name — Kind — CR — Rating — Artist — Cost — Sets Found
Description

Merchant Ship SC R ●● TWa U AN
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2

Merfolk Assassin SC U ●●● DDe UU DK
T: Destroy target creature that has islandwalk. 1/2

Merfolk of the Pearl Trident SC C ●● JMe U A,B,U,R,4TH
1/1

Merseine EC C ●●● Multi UU2 FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters.
Artists: HHu, MDK, DTu, PVe

Mesmeric Trance EN R ●●● DFr UU1 IA
CU: 1, U: Discard a card from your hand to draw a card.

Mind Bomb SDR U ●● MTe U DK,4TH
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.

Mistfolk SC C ●●● QHo UU IA
U: Counter any spell that targets Mistfolk. 1/2

Musician SC R ●●● DTu U2 IA
CU: 1, T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter, or the creature is destroyed. 1/1

Mystic Might EL R ● NLe U IA
CU: U1: Tap land. Mystic Might enchants to give a creature +2/+2 until end of turn.

Mystic Remora EN C ●● KMo U IA
CU: 1: You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.

Old Man of the Sea SC R ●●●● SVC UU1 AN
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3

Port Water SDR U ●●● NTh UXX LG
Give X target creatures island walk until end of turn.

Power Sink INT C ●●●● RTh UX A,B,U,R,4TH,IA
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.

Prodigal Sorcerer SC C ●●●● DSh U2 A,B,U,R,4TH
T: Do 1 damage to any target. 1/1

Psionic Blast INS U ●●●● DSh U2 A,B,U
Do 4 damage to any target and 2 damage to you.

Psionic Entity SC R ●● JHo U4 LG,4TH
T: Do 2 damage to any target and 3 damage to itself. 2/2.

Psychic Allergy EN R ●●●● MTe UU3 DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.

Psychic Purge SDR C ●●● SVC U LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.

Psychic Venom EL C ●● BSn U1 A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped.

Puppet Master EC U ●●● SEv UUU LG, CH
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.

Ray of Command INS C ●●●●● HMc U3 IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.

Ray of Erasure INS C ●● MRo U IA
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.

Reality Twist EN R ●● JEr UUU IA
CU: TUU: Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.

• Recall SOR U ●●●●● BSn UXX LG, CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.





Royal Assassin & Flood: The game-slowing Royal Assassin can tap to kill any tapped creature. Flood can tap any non-flying creature. Catch my drift? Throw in a Radjan Spirit, which can remove flying ability from any creature for a turn, and not even enemy Shivans and Serras are safe!

ROYAL ASSASSIN — FLOOD

Phantasmal Forces SC U ●● MPo U3 A,B,U,R,4TH
Flying. Pay U during upkeep or card is destroyed. 4/1

Phantasmal Mount SC U ●●●● MBe U1 IA
Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1

Phantasmal Terrain EL C ●●●● DWr UU A,B,U,R,4TH
Target land switches to any basic land type chosen by caster.

Phantom Monster SC U ●●●● JMy U3 A,B,U,R 4TH
Flying. 3/3

Pirate Ship SC R ●●●● TWa U4 A,B,U,R,4TH
T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3

Polar Kraken SC R ●●● MTe UUU8 IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.

Portent SDR C ●●●● LDa U IA
You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.

Power Artifact EA U ●● DSh UU AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.

Power Leak EE C ●● DTu U1 A,B,U,R, 4TH
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.

Reconstruction SOR C ●●● AMa U AQ,R
Bring an artifact from your graveyard into your hand.

Relic Bind EA R ●● CRu U2 LG,4TH
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.

Remove Soul INT C ●●● BSn U1 LG, CH
Counter target summon spell.

Reset INT U ●● NLe UU LG
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.

Reverberation INS R ●●●● JHo UU2 LG
Redirect damage from a sorcery to its caster.

Riptide INS C ●● RAE U DK
Tap all blue creatures.

River Merfolk SC R ●●●● DSh UU FE
U: Give River Merfolk mountainwalk until end of turn. 2/1

Sage of Lat-Nam SC C ● PVe U1 AQ
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard. 1/1

Sea King's Blessing INS U ●● RAF U LG
Change the color of any number of target creatures to blue until end of turn.

Sea Serpent SC C ●● JMe U5 A,B,U,R,4TH
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5

Sea Spirit SC U ●●● RAI U4 IA
U: +1/+0 until end of turn. 2/3.

Seasinger SC U ●●● AWe UU1 FE
T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1

Segovian Leviathan SC U ●●● MBe U4 LG,4TH
Islandwalk. 3/3

Serendib Djinn SC R ●● AMa UU2 AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6

Serendib Efreet SC R ●●●● AMa U2 AN,R
Flying. Does 1 damage to you during upkeep. 3/4

Shyft SC R ●●● RTh U4 IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2

Sibilant Spirit SC R ●●●●● RSp U5 IA
Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6

Silver Erne SC U ●●● MBe U3 IA
Flying, trample. 2/2

Silhouette INS U ● KFo U4 LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.

Sinbad SC U ● JBe U1 AN,4TH
T: Draw new card, you may only keep it if it's a land. 1/1

Siren's Call INS U ●●● AMa U A,B,U,R,4TH
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.

Sleight of Mind INT U ●●●●● NLe U A,B,U,R, 4th,IA
Change the text of a card being played or in play by switching one color word with another.

Snow Devil EC C ●●● KMo U1 IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Snowfall EN C ●● PEo U2 IA
CU: U: Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.

Soldevi Machinist SC U ●● JMe U1 IA
T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1

Soul Barrier EN U ● HMc U2 IA
Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.

Spectral Cloak EC U ●●●● RAI UU LG
Target creature may not be targeted by spells or fast effects unless it is tapped.

Spell Blast INT C ●●●● BSn UX A,B,U,R,4TH
Counter target spell, X is casting cost of target spell.

Stasis EN R ●●● FJo U1 A,B,U,R,4TH
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.

Steal Artifact EA U ●●● AWe UU2 AB,U,R 4TH
Take control of target artifact.

Sunken City EN C ●●● JMy UU DK,4TH
All Blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.

Svyatunite Priest SC U ●●● RSp U1 FE
UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.

Tangle Kelp EC U ●● RAI U DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.

Telekinesis INS R ●● DGe UU LG
Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.

Teleport INS R ●●● DSh UUU LG, CH
Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.

Thoughtlace INT R ●●● MPo U A,B,U,R 4TH
Change the color of a card being played or already in play to blue.

Thunder Wall SC U ●●● RTh UU1 IA
Flying. U: +1/+1 until end of turn. 0/2

Tidal Flats EN C ●● Multi U FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creatures to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: RAI (two versions), SEv.

Tidal Influence EN U ●● TWa U2 FE
Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influence, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.

Key:
*/ Restricted/Banned — ART Artist — CU Cumulative Upkeep — EC Enchant Creature — EL Enchant Land — EW Enchant World — INT Interrupt — SC Summon Creature
AC Artifact Creature — CR Current Rarity — EA Enchant Artifact — EE Enchant Enchantment — EN Enchantment — INS Instant — LAN Land — SOR Sorcery

Name — Description — Kind — CR — Rating — Artist — Cost — Sets Found

Time Elemental SC R ●●● AWe U2 LG 4TH
Pay UU2 T Return target permanent to owner's hand Cannot target enchanted permanents Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks 0/2

• **Time Walk** SOR R ●●●●● AWe U1 A,B,U
Take an extra turn immediately after the end of the one in which you cast Time Walk

• **Timetwister** SOR R ●●●●● MTe U2 A,B,U
Put Time Twister in a new graveyard Shuffle your hand, library, and graveyard together and draw 7 cards

Transmute Artifact SOR U ●●● AMa UU AQ
Choose an artifact from your library and immediately place it in play, also, choose an artifact in play that you control and put it in its owner s graveyard If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded Shuffle your library after playing Transmute Artifact

Twiddle INS C ●●●●● RAl U A,B,U,4TH
Tap or untap any single land, creature, or artifact in play This does not generate an effect from the target card

Undertow EN U ●● RAF U2 LG
Creatures with islandwalk may be blocked

Unstable Mutation EC C ●●● DSh U AN,R,4TH
Target creature gains +3/+3 Put 1/1 counter on card during upkeep These counters remain until creature dies or game ends even if Unstable Mutation is removed

Unsummon INS C ●●● DSh U A,B,U,R,4TH
Return target creature to the hand of its owner Discard enchantments on creature

Updraft INS U ●●● LWh U1 IA
Give target creature flying until end of turn Draw a card at the beginning of the next turn

Venerian Gold EC C ●●● DGe UUX LG
Put X counters on target creature and tap it Creature does not untap normally while a counter remains Remove a counter during creature controller s upkeep

Vesuvan Doppelganger SC R ●●●●● QHo UU3 A B,U R
Duplicates all characteristics except color of any one creature in play May duplicate a different creature during upkeep phase */*

Vodalian Knights SC R ●●●● SVC UU1 FE
First strike U Give Vodalian Knights flying ability until end of turn Bury Vodalian Knights whenever you control no islands Knights can not attack if your opponent controls no islands 2/2

Vodalian Mage SC C ●●● Mult U2 FE
U T Counter a target spell unless caster pays an additional 1 QHo SVC MPo 1/1

Vodalian Soldiers SC C ● Mult U1 EE
Artists MBe RKF JMe, SVC 1/2

Vodalian War Machine SC R ●●● AWe UU1 FF
Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn If War Machine goes to the graveyard all Merfolk tapped in this manner this turn are destroyed 0/4

Volcanic Eruption SOR R ●●● DSh UUUX AB,U,R,4TH
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed

Wall of Air SC U ●●● RTh UU1 A,B,U,R,4TH
Flying 1/5

Wall of Water SC U ●● RTh UU1 A,B,U,R,4TH
U +1/+0 0/5

Wall of Vapor SC C ●●● RTh U3 LG, CH
Cannot be damaged by creatures it blocks 0/1

Wall of Wonder SC U ●● RTh UU2 LG, CH
UU2 Give Wall of Wonder +4/-4 and enable it to attack 1/5

Water Elemental SC U ●● IMe UU3 A,B,U,R,4TH
5/4

Water Wurm SC C ●● RSp U DK
Water Wurm gains +0/+1 if opponent controls an island 1/1

Wind Spirit SC U ●●●● KFo U4 IA
Flying Wind Spirit cannot be blocked by less than two creatures. 3/2

Winter's Chill INS R ●●● EBe UX IA
Destroy X attacking creatures at the end of combat X cannot be greater than the number of snow-covered lands you control The creatures controller may pay 1 or 2 for each creature to prevent it from being destroyed If only 1 is paid, the creature deals and receives no damage during combat

Word of Undoing INS C ●●●● CRu U IA
Return target creature to the hand of its owner Any white enchantments you own on that creature go to your hand

Wrath of Mont Loge EN R ●●●● MRa UU3 IA
Tap all red creatures when Wrath of Mont Loge comes into play Red creatures do not untap during their controller s untap phase

Zephyr Falcon SC C ●● HHu U1 LG,4TH
Flying Does not tap to attack 1/1

Zur's Weirding EN R ●●●●● LDa U3 IA
All players play with cards in hand face up Whenever a player draws a card any other player may sacrifice 2 life to force the drawing player to discard that card

Zuran Enchanter SC C ●●● DSh U1 IA
B2, T Opponent must discard 1 card of his or her choice. Can only be used during your turn 1/1

Zuran Spellcaster SC C ●●●● EBe U2 IA
T Do 1 damage to any target 1/1

• **Adrian Oakenshield** SC R ●●●● IMe BGR LG
GRB, T Take a creature from your graveyard into your hand. 1/2.

Altar of Bone SOR R ●●●● MBe GW IA
Sacrifice a creature to choose one creature card from your library and add it to your hand Reshuffle your library afterwards



Demonic Tutor: Few cards are as clutch a draw as the Demonic Tutor, but don't feel compelled to use it immediately. If you jump the gun, you could regret not holding on to your Tutor when your adversary plays a Shivan, Aladdin's Ring, or The Abyss

• **Angus Mackenzie** SC R ●●● BWo UG LG
UGW, T Attacking and blocking creatures deal no damage during combat 2/2

• **Arcades Sabbath** SC R ●●●● EBe UUGGWW2 LG, CH
Flying All creatures on Sabbath's side gain +2 defense when untapped W Give Sabbath +0/+1 until end of turn Pay WGU during upkeep or bury Arcades Sabbath 7/7

• **Axelrod Gunnarson** SC R ●●● SKt BBRR4 LG CH
Trample Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player 5/5

• **Ayesha Tanaka** SC R ●●● BWo UUWW LG, CH
T Counter artifact effect requiring activation cost unless artifact controller spends W 2/2

• **Barktooth Warbeard** SC U ●● ARu BRR4 LG
6/5

• **Bartel Runeaxe** SC R ●●●● ARu BGR3 LG
Cannot be target of enchant creature spells Does not tap to attack 6/5

• **Boris Devilboon** SC R ●●● JMy BR3 LG
BR2, T Put a minor demon token which is a 1/1 red and black creature, into play 2/2

Centaur Archer SC U ●●● MBe GR1 IA
T Deal 1 damage to target flying creature 3/2

Chromatic Armor EC R ●●●● MPo UW1 IA
Put a sleight counter on Chromatic Armor when it comes into play and choose a color All damage done to target creature by that color is reduced to 0 X Put a sleight counter on Chromatic Armor and change the color that it protects against X equals the number of sleight counters on Chromatic Armor

• **Chromium** SC R ●●● EBe BBUUWW2 LG, CH
Flying, rampage 2 Pay BUW during upkeep or bury Chromium 7/7

• **Dakkan Blackblade** SC R ●●●● RKF BUUW2 LG, CH
* equals the number of lands you control */*

Dark Heart of the Wood EN C ●●● CRu BG DK
Sacrifice a forest to gain 3 life

Diabolic Vision SOR U ●●●● AWo BU IA
Look at the top five cards of your library and put one in your hand Put the other four on top of your library in any order

Earthlink EN R ●● RKF BGR3 IA
Pay 2 during upkeep or bury Earthlink Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land

Elemental Augury EN R ●●●● AWo BUR IA
3 Look at the top three cards of any player's library and put them back in any order

Essence Vortex INS U ●●● MOK BU1 IA
Bury target creature Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness

Fiery Justice SOR R ●●● MBe GRW IA
Do 5 damage divided any way you choose among any number of targets Target opponent gains 5 life

Fire Covenant INS U ●●● DFi BR1 IA
Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.

Flooded Woodlands EN R ●●● KFo BU2 IA
No green creature can attack unless its controller sacrifices a land when that creature attacks

Funeral SOR U ●●●● DTu BR3 IA
Sacrifice 3 life to destroy a land and a creature

• **Gabriel Angelfire** SC R ●● DGe GGWW3 LG, CH
During upkeep, Angelfire gains either flying, first strike, trample or rampage 3 until your next upkeep 4/4

Ghostly Flame EN R ●●●●● RGa BR IA
Black and red permanents and spells are considered colorless sources of damage

Giant Trap Door Spider SC U ●●● HHu GR1 IA
GR1, T Giant Trap Door Spider and target non flying creature which is attacking you are removed from the game 2/3

Glaciers EN R ●●●● MTe UW2 IA
All mountains become plains

• **Gosta Dirk** SC R ●●● RTh UUWW3 LG
First strike Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play 4/4

• **Gwendlyn Di Corci** SC R ●●●●● TBa BBUR LG
T Target player randomly discards a card in hand (play only during you turn) 3/5

• **Halfdane** SC R ●●●● MBe BUW1 LG
Make Halfdane 3/3 when cast During upkeep Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets Halfdane is 3/3 */*

• **Hazezon Tamar** SC R ●●●● RKF GRW4 LG
On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control Treat each token as a 1/1 red, white and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4

• **Hunding Gjornersen** SC U ●● RTh UUW3 LG
Rampage 1 5/4

Hymn of Rebirth SOR U ●●●● RKF GW3 IA
Take a creature from any graveyard and put it directly into play under your control as if it were just summoned

• **Jacques le Vert** SC R ●●● ARu GRW1 LG
Make all your green creatures +0/+2 3/2

• **Jasmine Boreal** SC U ●● RKF GW3 LG
4/5

• **Jedit Ojanen** SC U ●●● MPo UWW4 LG
5/5

• **Jerrard of the Closed Fist** SC U ●●● ARu GGR3 LG
6/5

• **Johan** SC R ●●●● MTe GRW3 LG, CH
If Johan is not tapped any of your creatures besides Johan may attack without tapping 5/4

• **Kasimir the Lone Wolf** SC U ● RKE UW4 LG
5/3

• **Kei Takabashi** SC R ●●● SKt GW2 LG CH
T Prevent up to 2 damage to target creature. 2/2

Kjeldoran Frostbeast SC U ●●●● MPo GW3 IA
Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat 2/4

• **Lady Caleria** SC R ●●●● BWo GGWW3 LG
T Do 3 damage to target attacking or blocking creature 3/6

• **Lady Evangela** SC R ●●● MPo BUW LG
GW, T Target creature deals no damage this turn during combat 1/2

• **Lady of the Mountain** SC U ●● RKF GR4 LG
5/5

• **Lady Orca** SC U ●● SEv BR5 LG
7/4

• **Livonya Silone** SC R ●●● RKF GGRR2 LG
First strike, legendary landwalk 4/4

• **Lord Magnus** SC U ●●● MTe GWW3 LG
First strike Creatures with plainswalk or forestwalk may be blocked 4/3

• **Marhault Elsdragon** SC U ●● MPo GRR3 LG, CH
Rampage 1 4/6

Marsh Goblins SC C ●● QHo BR DK
Swampwalk 1/1

• **Meneke Ri Berit** SC R ●●● HHu BUW IA
Meneke does not untap during its controller s untap phase. T Gain control of target creature If Meneke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1

Name — Kind — CR — Rating — Artist — Cost — Sets Found
Description

Monsoon — EN — R — ●●●● — Nth — GR2 — IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped

Mountain Titan — SC — R — ●●●● — MBe — BR2 — IA
RRT: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2

*Nebuchadnezzar — SC — R — ●●●●● — RKF — BU3 — LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3

*Nicol Bolas — SC — R — ●●● — EBe — BBUURR2 — LG, CH
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7

*Palladia-Mors — SC — R — ●●● — EBe — GGRRWW2 — LG, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7

*Pavel Maliki — SC — U — ● — ARu — BR4 — LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3

*Princess Lucrezia — SC — U — ● — SEv — BUU3 — LG
T: Add U to your mana pool (play as an interrupt). 5/4.

*Ragnar — SC — R — ●●● — MBe — BGW — LG
UGW, T: Regenerate target creature. 2/2

*Ramirez DePietro — SC — U — ●●● — PFo — BBU3 — LG
First strike. 4/3

*Ramses Overdark — SC — R — ●●● — RKF — BBUU2 — LG
T: Destroy a target creature with an enchantment on it. 4/3

*Rasputin Dreamweaver — SC — R — ●● — ARn — UW4 — LG, CH
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1

Reclamation — EN — R — ●●● — DWr — GW2 — IA
No black creature may attack unless its controller sacrifice a land when that creature attacks

*Riven Turnbull — SC — U — ●● — RKF — BU5 — LG
T: Add B to your mana pool (play as an interrupt). 5/7

*Rohgahh of Kher Keep — SC — R — ●●● — EBe — BBRR2 — LG
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.

*Rubinia Soulsinger — SC — R — ●●●●● — RAl — UGW2 — LG
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3

Storm Spirit — SC — R — ●●●● — PVe — UGW3 — IA
Flying. T: Do 2 damage to target creature. 3/3

Stormbind — EN — R — ●●● — Muh — GR1 — IA
2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMo

*Sunastian Falconer — SC — U — ●●● — CRu — GR3 — LG
T: Add 2 to your mana pool. 4/4

*Tetsuo Umezawa — SC — R — ●●●●● — JBa — BUR — LG
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3

*Tobias Andrion — SC — U — ●● — ARu — UW3 — LG, CH
4/4

*Tor Wauki — SC — U — ●●● — RAF — BBR2 — LG, CH
T: Do 2 damage to attacking or blocking creature. 3/3.

*Torsten Von Ursus — SC — U — ●● — MPo — GGW3 — LG
5/5.

*Tsunir Deathlack — SC — R — ●●●● — LDa — GGRR — LG
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2

*Ur Drago — SC — R — ●●● — CRn — BBUU3 — LG
First strike. Creatures with swampwalk may be blocked. 4/4

*Vaevictis Asmodi — SC — R — ●●● — ARn — BBRRGG2 — LG, CH
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis Asmodi. 7/7

Wings of Aesthir — EC — U — ●●●●● — EBe — UW — IA
Give target creature flying, first strike, and +1/+0

*Xira Arien — SC — R — ●●● — MBe — BRG — LG, CH
Flying. GRB, T: Make target player draw a card. 1/2

GREEN

Aisling Leprechann — SC — C — ●● — QHo — G — LG
All creatures blocking or blocked by Leprechann become green. 1/1.

Arbanna — FW — U — ●●● — DGe — GG2 — LG
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.

Argothian Pixies — SC — C — ●●● — AWe — G1 — AQ, CH
Cannot be blocked by artifact creatures; damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1

Argothian Treefolk — SC — C — ●●● — AWe — GG3 — AQ
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5

Aspect of Wolf — FC — R — ●●●● — JMa — G1 — A,B,U,R,4TH
Increase target creature's power and toughness by half the number of forests caster has in play





Juzam Djinn & Living Artifact: Boy, them Djinns are a powerful lot, especially ol' Juzam here—but he stings you for a point every turn. No problemo. Just toss a Living Artifact on a Sol Ring or some such thing—preferably your opponent's, so if it goes bye-bye you don't lose two cards with one stone. If you really want to annoy your opponent, try multiple Living Artifacts, and gain life every turn!

JUZAM DJINN — LIVING ARTIFACT

Scarwood Goblins — SC — C — ●● — RSp — GR — DK
2/2.

*Sir Shandlar of Eberyn — SC — U — ●● — ARu — GW4 — LG
4/7.

*Sivitri Scarzam — SC — U — ●● — NTh — BU5 — LG, CH
6/4

*Skeleton Ship — SC — R — ●●●●● — Mnh — BU3 — IA
Bury immediately if controller has no islands in play. T: Put a +1/+1 counter on a creature. 0/3. Artists: AWe & TWe

*Sol'kanar Swamp King — SC — R — ●●●●● — RKF — BUR2 — LG, CH
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5

Spectral Shield — EC — U — ●●●● — MOK — UW1 — IA
Target creature gains +0/+2 and it cannot be the target of further spells

*Stangg — SC — R — ●●●● — MPo — GR4 — LG, CH
Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4

Aurochs — SC — C — ●●● — KMe — G3 — IA
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3

Avoid Fate — INT — C — ● — PFo — G — LG
Counter target interrupt or enchantment targeting a permanent you control

Balduvian Bears — SC — C — ●●● — QHo — GT — IA
2/2

Barbary Apes — SC — C — ●●● — BWa — G1 — LG
2/2

*Berserk — INS — U — ●●●●● — DFr — G — A,B,U
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.

Birds of Paradise — SC — R — ●●●●● — MPo — G — A,B,U,R,4TH
Flying. T: Add one mana of any color to your mana pool. 0/1

Blizzard — EN — R — ●● — AMa — GG — IA
CU: 2: You cannot cast Blizzard if you do not control any snow covered lands. Flying. Creatures do not untap.

Brown Ouphe — SC — C — ●●●● — DGe — G — IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.

Camouflage — INS — U — ●●● — JMy — G — A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.

Carnivorous Plant — SC — C — ●●● — QHo — G3 — DK,4TH
Counts as a wall. 4/5

Cat Warriors — SC — C — ●●●● — MBe — GG1 — LG, CH
Forestwalk. 2/2

Chub Toad — SC — C — ●●● — DGe — G2 — IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1

*Channel — SOR — U — ●● — RTh — GG — A,B,U,R,4TH
Add 1 cololess mana to your pool for each life point you sacrifice.

Citanul Druid — SC — U — ●● — JMe — G1 — AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1

Cockatrice — SC — R — ●●●●● — DFr — GG3 — A,B,U,R,4TH
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4

Cocoon — EC — U — ●●● — MTe — G — LG, CH
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.

Concordant Crossroads — EW — R — ●●● — AWe — G — LG, CH
Creatures may attack or tap during the turn they are brought into play.

Craw Giant — SC — U — ●●●● — CRu — GGGG3 — LG, CH
Trample. Rampage: 2. 6/4

Craw Wurm — SC — C — ●● — DGe — GG4 — A,B,U,R,4TH
6/4

Crumble — INS — C — ●●●● — TMy — G — AQ,R,4TH
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.

Cyclone — EN — R — ●● — MTe — GG2 — AN
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.

Deadfall — EN — U — ●● — NTh — G2 — LG
Creatures with forestwalk may be blocked

Desert Twister — SOR — U — ●●●● — SVC — GG4 — AN,R,4TH
Destroy any one card in play

Dire Wolves — SC — C — ●●● — BSp — G2 — IA
Gains banding if you control any plains. 2/2

Drop of Honey — EN — R — ●●● — AMa — G — AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.

Durkwood Boars — SC — C — ●●● — MKi — G4 — LG,4TH
4/4

Earthlore — EL — C — ●●●● — DTu — G — IA
G: Tap target land to give target blocking creature +1/+2 until end of turn.

Elder Druid — SC — R — ●●●●● — RKF — G3 — IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.

Elven Fortress — EN — C — ●●● — Muh — G — FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAE, MPo, PVe, TWa.

Elven Riders — SC — U — ●●● — MBe — GG3 — LG,4TH
Cannot be blocked except by walls and flying creatures. 3/3

Elves of Deep Shadow — SC — U — ●●● — JMy — G — DK
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.

Elvish Archers — SC — R — ●●● — AMa — G1 — A,B,U,R,4TH
First strike. Misprint: Alpha version listed power and toughness as 1/2, 2/1.

Emerald Dragonfly — SC — C — ● — QHo — G1 — LG, CH
Flying. GG: First strike until end of turn. 1/1.

Elvish Farmer — SC — R — ●●● — RKF — G1 — FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2

Elvish Hunter — SC — C — ●●●● — Muh — G1 — FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.

Elvish Scout — SC — C — ●●● — Muh — G — FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1

Erhnam Djinn — SC — U — ●●● — KMe — G3 — AN, CH
Give forestwalk to an opponent's creature until next upkeep. 4/5

Essence Filter — SOR — C — ●●●● — REm — GG1 — IA
Destroy all enchantments or destroy all enchantments that are not white.

Eureka — SOR — R — ●●●● — KFo — GG2 — LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.

Fanatical Fever — INS — U — ●●● — JBa — GG2 — IA
Give a creature +3/+0 and trample until end of turn.

Fastbond — EN — R — ●● — MPo — G — A,B,U,R
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.

*/= Restricted/Banned — ART Artifact — CU Cumulative Upkeep — EC Enchant Creature — EL Enchant Land — EW Enchant World — INT Interrupt — SC Summon Creature
AC Artifact Creature — CR Current Rarity — EA Enchant Artifact — EE Enchant Enchantment — EN Enchantment — INS Instant — LAN Land — SOR Sorcery

Key

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Feral Thallid	SC	U	••	RAl	GGG3	FE
Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.						
Fire Sprites	SC	C	••	JBo	G1	LG
Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1						
Floral Spuzzem	SC	U	••	RAl	G3	LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2						
Fog	INS	C	•••	JMy	G	A,B,U,R,4TH
Creatures do not damage one another in combat.						
Folk of the Pines	SC	C	••••	Muth	G4	IA
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu						
Forbidden Lore	EL	R	••••	CRu	G2	IA
D, Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.						
Force of Nature	SC	R	••••	DSh	GGGG2	A,B,U,R,4TH
Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8						
Forgotten Lore	SOR	U	••••	HMc	G	IA
Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.						
Foxfire	INS	C	••	MOK	G2	IA
Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.						
Freyalise Supplicant	SC	U	••	Muth	G1	IA
T, Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1						
Artists: LDo & DSh						
Freyalise's Charm	EN	U	•••	MOK	GG	IA
GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.						
Freyalise's Winds	EN	R	•••	MTe	GG2	IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.						
Fungal Bloom	EN	R	••••	DGe	GG	FE
GG: Put a spore counter on target Fungus.						
Fungusaur	SC	R	•••	DGe	G3	A,B,U,R,4TH
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2						
Fyndhorn Brownie	SC	C	•••	KTh	G2	IA
G2, T: Untap a creature. 1/1						
Fyndhorn Elder	SC	U	••••	CRu	G2	IA
T: Add GG to your mana pool. 1/1.						
Fyndhorn Elves	SC	C	••••	JHo	G	IA
T: Add G to your mana pool. 1/1.						
Fyndhorn Pollen	EN	R	•••	PFo	G2	IA
CU: 1 All creatures get -1/-0 G1: All creatures get -1/-1 until end of turn.						
Gaea's Avenger	SC	R	•••	PVe	GG1	AQ
/=number of artifacts opponent has in play. */*+1						
Gaea's Liege	SC	R	•••••	DWr	GGG3	A,B,U,R,4TH
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play, when attacking. power and toughness equal number of forests defending opponent has in play. */*.						
Gaea's Touch	EN	C	•••	MPo	GG	DK
You may put one extra land into play in each of your turns if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).						
Ghazbon Ogre	SC	C	•	JMy	G	AN, CH
During controller's upkeep, Ghazbon Ogre switches to the control of the player with the most life. 2/2						
Giant Badger	SC	R	•••	LDo	GG1	BOOK
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2						
Giant Growth	INS	C	••••	SEv	G	A,B,U,R,4TH,IA
Target creature gets +3/+3 until end of turn.						
Giant Spider	SC	C	••••	SEv	G3	A,B,U,R,4TH
Doesn't fly, but can block flying creatures. 2/4						
Giant Turtle	SC	C	•	JMe	GG1	LG
Giant Turtle may not attack if it did so during your last turn. 2/4						
Glyph of Reincarnation	INS	C	••	SVC	G	LG
Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Gorilla Pack	SC	C	••	AWa	G2	IA
Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3						
Grizzly Bears	SC	C	•••	JMe	G1	A,B,U,R,4TH
2/2						
Hidden Path	EN	R	••••	RAl	GGGG2	DK
All green creatures gain forestwalk.						
Harnet Cobra	SC	C	•	SEv	GG1	LG
First strike. 2/1.						
Hot Springs	EL	R	•••	NLe	G1	IA
0: Tap land. Hot Springs enchants to prevent 1 damage to any target.						
Hurricane	SOR	U	••••	DWr	GX	A,B,U,R,4TH,IA
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	•••	DFr	G2	A,B,U
Destroy any one land.						
Ichneuman Druid	SC	U	•	MBe	GG1	LG
Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.						
Ith-biff Efreet	SC	R	•••	JMy	GG2	AN
Flying. G: Do 1 damage to all players and flying creatures, this ability may be used by any player. 3/3						
Instill Energy	EC	U	••••	DWr	G	A,B,U,R,4TH
Untap target creature one extra time per turn, target may attack when it comes into play.						
Ironroot Treefolk	SC	C	•••	JMy	G4	A,B,U,R,4TH
3/5						
Johtull Wurm	SC	U	•••	DGe	G5	IA
Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6						
Master of the Hunt	SC	R	•••••	JMe	GG2	LG
GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.						
Metamorphosis	SOR	C	•	CRu	G	AN, CH
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.						
Moss Monster	SC	C	••	JMy	GG2	LG
3/6						
Naf's Asp	SC	C	••	CRu	G	AN,4TH
If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1						
Natural Selection	INS	R	•	MPo	G	A,B,U
Look at the top 3 cards of any library. You may then shuffle that library.						
Nature's Lore	SOR	U	•••	REm	G1	IA
Search your library for one forest and put it in play. This does not count against your normal lands played limit. Reshuffle your library afterwards.						
Niall Silvain	SC	R	•••	CRu	GGG	DK
GGGG, T: Regenerate target creature. 2/2						
Night Soil	EN	C	•••	Muth	GG	FE
T: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEv, HHu, DTu						
Northern Paladin	SC	R	•••	JMy	GG2	LG
G, T: Destroy one black creature that blocks or is blocked by Northern Paladin. Northern Paladin is not destroyed. 2/2						
Northern Wind	SOR	U	••••	DWr	G1	IA
Tap all forests in play. Forests controlled by opponent do not untap during their next untap phase.						
Nova Pentacle	SC	C	••	JMy	G	AN, CH
Sacrifice Nova Pentacle to prevent 1 damage to any target.						
Oasis	EL	R	•••	NLe	G1	IA
0: Tap land. Oasis enchants to prevent 1 damage to any target.						
Old Man of the Sea	SC	U	•••	DGe	G3	A,B,U,R,4TH
Gain control of target creature if you have more power than it. Old Man of the Sea loses control when your power is no longer greater than that creature's. 3/3						
Orcish Farmer	SC	C	•••	JMe	G1	A,B,U,R,4TH
1/2						
Pale Bears	SC	R	•••	AWa	G2	IA
Islandwalk. 2/2						
People of the Woods	SC	U	•••	DTu	GG	DK
=number of forests controlled by controller of People of the Woods. 1/.						
Pixie Queen	SC	R	•••	QHo	GG2	LG
GGG, T: Give target creature flying until end of turn. 1/1.						
Powerleech	EN	U	•••	CRu	GG	AQ
Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.						
Pradesh Gypsies	SC	C	••	QHo	G2	LG,4TH
G1, T: Give target creature -2/-0 until end of turn. 1/1						
Pygmy Allosaurus	SC	R	•••	AMa	G2	IA
Swampwalk. 2/2.						
Pyknite	SC	C	•	EBe	G2	IA
Draw a card at the beginning of the next turn. 1/1						
Rabid Wombat	SC	U	•••	KFo	GG2	LG, CH
Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1						
Radjan Spirit	SC	U	••••	CRu	G3	LG,4TH
T: Target creature loses flying ability until turn ends. 3/2						
Rebirth	SOR	R	••	MTe	GGG3	LG,4TH
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.						
Regeneration	EC	C	•••	QHo	G1	A,B,U,R,4TH,IA
G: Target creature regenerates.						
Regrowth	SOR	U	•••••	DWr	G1	A,B,U,R
Bring a card from your graveyard into your hand.						
Reincarnation	INS	U	•••	EBe	GG1	LG, CH
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
Revelation	EW	R	••	KFo	G	LG
Play with all cards in hand face up.						
Rime Dryad	SC	C	•••	HHu	G	IA
Snow-covered forestwalk. 1/2						
Ritual of Subdual	EN	R	•••	JHo	GG4	IA
CU: 2 All mana-producing lands produce colorless mana instead of their normal mana.						
Rust	INT	C	••	LDo	G	LG
Counter target artifact effect that requires an activation cost.						





NORTH STAR — POWER ARTIFACT

North Star & Power Artifact: Boy, this one's great. North Star is an artifact that, when you tap it and pay four mana, allows you to cast any spell with any color mana you want. But geez, four mana to activate? Not any more. Slap a Power Artifact on that bad boy to reduce an artifact's activation cost by two. Now you're playing with power! (Pope nobody at Nintendo reads these.)

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Sandstorm	INS	C	••	BSn	G	AN,4TH
Do 1 damage to all attacking creatures.						
Savaen Elves	SC	C	••	RSp	G	DK
GG, T: Destroy target enchant land. 1/1.						
Scaled Wurm	SC	C	•••	DGe	G7	IA
7/6						
Scarwood Bandits	SC	R	••••	MPo	GG2	DK
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.						
Scarwood Hag	SC	U	•••	AMa	G7	DK
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.						
Scavenger Folk	SC	C	•••	DDe	G	DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
Saryb Sprites	SC	C	••••	AWe	G	A,B,U,R,4TH
Flying. 1/1.						
Shambling Strider	SC	C	•••	DSh	GG4	IA
GR: +1/+1 until end of turn. 5/5.						
Shanodin Dryads	SC	C	••••	AMo	G	A,B,U,R,4TH
Forestwalk. 1/1.						
Shelkin Brownie	SC	C	•	DSh	G1	LE
T: Remove the bonding ability from target creature until end of turn. 1/1.						
Singing Tree	SC	R	••••	RAl	G3	AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						
Snowblind	EC	R	•	DSh	G3	IA
Target creature gets -*/-*. * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.						
Spitting Slug	SC	U	••	AMa	GG1	DK
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.						
Spore Cloud	INS	C	••••	Mult	GG1	FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.						
Spore Flower	SC	U	•••	MOK	GG	FE
Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.						
Stampede	INS	R	•••••	JMe	GG1	IA
All attacking creatures get trample and +1/+0 until end of turn.						
Storm Seeker	INS	U	••••	MPo	G3	LG, CH
Do 1 point of damage to opponent for every card he or she has in hand.						
Stream of Life	SOR	C	••••	MPo	GX	A,B,U,R,4TH
Target player gains X life.						
Stunted Growth	SOR	R	••••	Nth	GG3	IA
Target player must choose three cards from his or her hand and put them on top of his library in any order.						
Subdue	INS	C	••	BSn	G	LG
Target creature deals no damage. It gains X toughness, where X equals its casting cost.						
Sylvan Library	EN	R	••••	HMc	G1	LG,4TH
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						
Sylvan Paradise	INS	U	••	RAF	G	LG
Change the color of one or more target creatures to green until end of turn.						
Torpan	SC	C	•••	MOK	G	IA
You gain 1 life if Torpan goes to the graveyard from play. 1/1.						
Thallid	SC	C	•••	Mult	G	FE
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.						
Thallid Devourer	SC	U	••	RSp	GG1	FE
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.						
Thelonite Druid	SC	U	••••	MOK	G2	FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.						
Thelonite Monk	SC	R	••••	BWa	GG2	FE
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.						
Thelon's Chant	EN	U	•••	MBe	GG1	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.						
Thelon's Curse	EN	R	•••	PVe	GG	FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U. In addition to other untap costs, to untap one and only one creature.						
Thermokarst	SOR	U	•••	KMo	GG1	IA
Destroy target land. You gain 1 life if that land is snow-covered.						
Thicket Basilisk	SC	U	••••	DFr	GG3	A,B,U,R,4TH
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Thorn Thallid	SC	C	•••	Mult	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.						
Thoughtleech	EN	U	••••	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
Timber Wolves	SC	R	•••	MBe	G	A,B,U,R,4TH
Bands. 1/1.						
Tinder Wall	SC	C	••••	REm	G	IA
Sacrifice Tinder Wall to add RR to your mana pool. R, Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.						
Titania's Song	EN	U	•••	KKa	G3	AQ,R,4TH
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
Touch of Vitae	INS	U	•••	LWi	G2	IA
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.						
Tracker	SC	R	••••	JMe	GG1	DK
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.						
Trailblazer	INS	R	••••	JBo	GG2	IA
Target creature may not be blocked this turn.						
Tranquility	SOR	C	••••	DSh	G2	A,B,U,R,4TH
Discard all enchantments in play.						
Tsunami	SOR	U	••	RTh	G3	A,B,U,R,4TH
Destroy all islands in play.						
Typhoon	SOR	R	••	AMo	G2	LG
Do 1 damage to opponent for each island he or she controls.						
Untamed Wilds	SOR	U	••	NTh	G2	LG,4TH
Search your library for one basic land and put it in play. This does not count as your normal land played. Reshuffle your library afterward.						
Venom	EC	C	•••	TWa	GG1	DK,4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Venemous Breath	INS	U	•••	LWi	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						
Verduran Enchantress	SC	R	••	KBr	GG1	A,B,U,R,4TH
Draw a card each time you cast an enchantment. 0/2.						
Wall of Brambles	SC	U	•••	AMa	G2	A,B,U,R,4TH
G: Regenerates. 2/3.						
Wall of Ice	SC	U	•••	RTh	G2	A,B,U,R,4TH
0/7.						
Wall of Pine Needles	SC	U	•••	BSn	G3	IA
G: Regenerate. 3/3.						
Wall of Wood	SC	C	••	MTe	G	A,B,U,R,4TH
0/3.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Whiteout	INS	U	••••	Nth	G1	IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.						
Wirtige	SC	R	•••	MBe	GGG3	IA
Put six +1/+1 counters on Wirtige when it comes into play. During you upkeep, put a +1/+1 counter on Wirtige if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wirtige. 0/0.						
Wild Growth	EL	C	•••	MRa	G	A,B,U,R,4th,IA
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
Willow Satyr	SC	R	••	JMe	GG2	LG
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.						
Winter Blast	SOR	U	••••	KFo	GX	LG,4TH
Tap X target creatures. Do 2 damage to each target creature with flying.						
Wolverine Pack	SC	C	••	JMe	GG2	LG
Rampage 2. 2/4.						
Wood Elemental	SC	R	•	BSn	G3	LG
*=the number of untapped forests you sacrificed when casting Wood Elemental. */*.						
Woolly Mammoths	SC	C	•••	DFr	GG1	IA
Gains trample if you control any snow-covered lands. 3/2.						
Woolly Spider	SC	C	••••	DGe	GG1	IA
Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.						
Wormwood Treefolk	SC	R	•••	JMy	GG3	DK
BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. 4/4.						
Wyluli Wolf	SC	C	••••	SVC	G1	AN
T: Give a creature +1/+1 until end of turn. 1/1.						
Yavimaya Gnats	SC	U	••••	DFr	G2	IA
Flying. G: Regenerate. 0/1.						

RED

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Active Volcano	INS	C	•	BSn	R	LG,CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.						
Arabin Berserker	SC	U	••	MBe	RRR2	LG
Rampage 3. 2/4.						
Aggression	EC	U	••••	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Aladdin	SC	R	••••	JBo	RR2	AN
RR1: Steal artifact. 1/1.						



NEVINYRRAL'S DISK



OUBLIETTE

Nevinyrral's Disk & Oubliette: Got a Shivan Dragon, Force of Nature, or other big boy in your ranks? Good. Toss him in an Oubliette, an enchantment that takes him out of play— "Sweet biscuits, put my biggun in the Oubliette?" Let me finish! After putting your creature in Oubliette and out of play, trigger Nevinyrral's Disk, destroying all permanents in play except lands. That means that Oubliette goes—freeing your creature, which returns, tapped, to reign as the only monster in play! Yow!

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Wonderlust	EC	U	•••	CBr	G2	A,B,U,R,4TH
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	••••	JMe	G3	A,B,U,R,4TH
Trample. 3/3.						
Web	EC	R	••••	RAl	G	A,B,U,R,4TH
Target creature gains +0/+2 and may block flying creatures.						
Whippoorwill	SC	U	••••	DSh	G	DK
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
Winnling Dervish	SC	U	••••	SVC	GG	LG,4TH
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Ali Baba	SC	U	•••	JBo	R	AN,4TH
R: Tap a wall. 1/1.						
• Ali from Cairo	SC	R	••••	MPo	RR2	AN
You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.						
Anarchy	SOR	U	•••••	PFa	RR2	IA
Destroy all white permanents.						
Artifact Blast	INT	C	•	MPo	R	AQ
Counter any artifact as it is being cast.						
Atog	SC	C	••	JMy	R1	AQ,R
0: +2/+2, sacrifice one of your artifacts in play. 1/2.						
Avalanche	SOR	U	•••	BSn	RR2X	IA
Destroy X snow-covered lands.						

/ Restricted/Banned · ART Artifact · CU Cumulative Upkeep · EC Enchant Creature · EL Enchant Land · EW Enchant World · INT Interrupt · SC Summon Creature
AC Artifact Creature · CR Current Rarity · EA Enchant Artifact · EE Enchant Enchantment · EN Enchantment · INS Instant · LAN Land · SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Backdraft	INS	U	●●●	BSn	R1	LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.						
Balduvian Barbarians	SC	C	●●	MPo	RR1	IA
3/2.						
Balduvian Hydra	SC	R	●●●	MBe	RRX	IA
Put X +1/+0 counters on Balduvian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1						
Ball Lightning	SC	R	●●●●	QHo	RRR	DK,4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1						
Barbarian Guides	SC	C	●●●	RTh	R2	IA
R2, 1: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.						
Battle Frenzy	INS	C	●●●	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
Beasts of Bogardan	SC	U	●●●	DGe	R4	LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3						
Bird Maiden	SC	C	●●	KFo	R2	AN,4TH
Flying. 1/2						
Blazing Effigy	SC	C	●●	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3						
Blood Lust	INS	C	●●●●	AMa	R1	LG,4TH
Make target creature's +4/+4 until end of turn. This makes toughness no lower than 1.						
Blood Moon	EN	R	●●●●	TWa	R2	DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.						
Bone Shaman	SC	C	●●	AMa	RR2	IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3						
Brand of Ill Omen	EC	R	●●●	RAl	R3	IA
CU, R: Target creature's controller may not cast summon spells.						
Brassclaw Orcs	SC	C	●	Multi	R2	FE
Cannot be assigned to block creatures of power greater than 1. Artists: RAl (two versions), DFr, HHu. 3/2						
Brothers of Fire	SC	C	●●	MTe	RR1	DK,4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2						
Brute, The	EC	C	●●	MPo	R1	LG,4TH
Target creature gains +1/+0. RRR: Regenerates.						
Burrowing	EC	C	●●●	MPo	R	A,B,U,R,4TH
Target creature gains mountainwalk.						
Cave People	SC	U	●●●	DTu	RR1	DK,4TH
Cave People get +1/+2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.						
Caverns of Despair	EN	R	●●	HMc	RR2	LG
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.						
Chain Lightning	SOR	C	●●	SEv	R	LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.						
Chaos Lord	SC	R	●●●	BSn	RRR4	IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.						
Chaos Moon	EN	R	●●●	DTu	R3	IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
Chaoslace	INT	R	●●●	DWi	R	A,B,U,R,4TH
Changes the color of a card being played or in play to red.						
Crevasse	EN	U	●●	RAl	R2	LG
Creatures with mountainwalk may be blocked.						
Conquer	EL	U	●●●●●	RGa	RR3	IA
Take control of target land.						
Crimson Kobolds	SC	C	●	AMa	0	LG
Crimson Kobolds are red creatures. 0/1.						
Crimson Manticore	SC	R	●●●	DGe	RR2	LG,4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.						
Crookshank Kobolds	SC	C	●	CRu	0	LG
Crookshank Kobolds are red creatures. 0/1.						
Curse of Marit Lage	EN	R	●●●●	AWe	RR3	IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
Desert Nomads	SC	C	●●	CRn	R2	AN
Desertwalk. Immune to damage from Deserts. 2/2						
Detonate	SOR	U	●●	RAF	RX	AQ,4TH
Target on artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.						
Dwarven Weaponsmith	SC	U	●●●	MPo	R1	AQ,R
T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1						
Dwarven Warriors	SC	C	●●●●●	DSh	R2	A,B,U,R,4TH
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1						
Earth Elemental	SC	U	●●●	DFr	RR3	A,B,U,R,4TH
4/5						
Earthbind	EC	C	●●●	QHo	R	A,B,U,R
Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.						
Earthquake	SOR	R	●●●	DFr	RX	A,B,U,R,4TH
Do X damage to all players and non-flying creatures in play.						
Ernantry	EC	C	●●●	LWi	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
Eternal Flame	SDR	R	●	MPo	RR1	DK
damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.						
Eternal Warrior	EC	C	●●●●	AMo	R	LG,4TH
Target creature does not tap to attack.						
• **Falling Star**	SDR	R	●●●	DSh	R2	LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.						
False Orders	INS	C	●●●●	AMo	R	A,B,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						
Feint	INS	C	●●	BSn	R	LG
Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.						
Fire Drake	SC	U	●●	CRn	RR1	DK, CH
Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.						
Fire Elemental	SC	U	●●●	MBe	RR3	A,B,U,R,4TH
5/4						
Fireball	SOR	C	●●●●	MTe	RX	A,B,U,R,4TH
Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.						
Firebreathing	EC	C	●●	DFr	R	A,B,U,R,4TH
R: +1/+0.						
Firestorm Phoenix	SC	R	●●●●	JMc	RR4	LG
Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2						
Fissure	INS	C	●●●●	DSh	RR3	DK,4TH
Bury target land or creature.						
Flame Spirit	SC	U	●●	JHo	R4	IA
R: +1/+0 until end of turn. 2/3						
Flare	INS	C	●●	DTu	R2	IA
Flare does 1 damage to any target. Draw a card at the beginning of the next turn.						
Flashfires	SDR	U	●●●●	DWi	R3	A,B,U,R,4TH
Destroy all plains in play.						
• **Fork**	INT	R	●●●●●	AWe	RR	A,B,U,R
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.						
Frost Giant	SC	U	●●●	DGe	RRR3	LG
Rampage: 2. 4/4						
Game of Chaos	SDR	R	●●●	DTu	RRR	IA
Choose target player and flip a coin. If you win, your gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.						
Giant Strength	EC	C	●●●●	JHo	RR	LG,4TH
Make target creature +2/+2.						
Glacial Crevasses	EN	R	●●	MRo	R2	IA
0: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.						
Glyph of Destruction	INS	C	●●	SVC	R	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
Goblin Artisans	SC	U	●●	TBa	R	AQ, CH
If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1						
Goblin Balloon Brigade	SC	U	●●●	ARu	R	A,B,U,R,4TH
R: Gains flying until end of turn. 1/1						
Goblin Caves	EL	C	●●●	DTu	RR1	DK
If target land is a basic mountain, all Goblins gain +0/+2.						
Goblin Chirurgeon	SC	C	●●●	Multi	R	FE
Sacrifice a Goblin to regenerate a creature. Artists: PFo, DFr, DGe. 0/2						
Goblin Digging Team	SC	C	●●	RSp	R	DK
T: Sacrifice Digging Team to destroy target wall. 1/1						
Goblin Flotilla	SC	R	●●●	TWo	R2	FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2						
Goblin Grenade	SOR	C	●●●	Multi	R	FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRn, RSp.						
Goblin Hero	SC	C	●●	MTe	R2	DK
2/2						
Dishonorable	INS	R	●●●	BWo	R2	LG
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.						
Disintegrate	SOR	C	●●●●	AMo	RX	A,B,U,R,4TH
Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.						
Dwarven Song	INS	U	●●	DFr	R	LG
Change the color of any number of target creatures to red until end of turn.						
Dragon Whelp	SC	U	●●●●	AWe	RR2	A,B,U,R,4TH
Flying. R: +1/+0, if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3						
Dwarven Armorer	SC	R	●●●●	BWo	R	FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
Dwarven Armory	EN	R	●●●●	RTh	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Dwarven Catapult	INS	U	●●●	JMe	RX	FE
Does X damage, divided evenly among all of your opponent's creatures (round down).						
Dwarven Demolition Team	SC	U	●●●	KBr	R2	A,B,U
T: Destroy a wall. 1/1						
Dwarven Lieutenant	SC	U	●	JMe	RR	FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2						
Dwarven Soldier	SC	C	●●	DSh	R1	FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAl, RAF. 2/1						



Winter Orb & Reset: Wanna be real annoying? Good. Put down a Winter Orb when your opponent is all tapped out, and cast a Reset, an instant that untaps all your mana during your opponent's turn, whenever you tap out. Throw in some artificial mana (Sol Ring, Birds of Paradise, and the rest) to insure you keep on tuckin' while your opponent spins her wheels.

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Goblin King	While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2	SC	R	●●●	JMy	RR1	A,B,U,R,4TH
Goblin Kites	R: Give a target creature you control at toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	●●	AMa	R1	FE
Goblin Mutant	Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3	SC	U	●●	DGe	RR2	IA
Goblin Rock Sled	Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1	SC	C	●●	DDe	R1	DK,4TH
Goblin Sappers	RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.	SC	C	●●●	JMe	R1	IA
Goblin Shrine	If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	●●●	RSp	RR1	DK,CH
Goblin Ski Patrol	R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1	SC	C	●	MPo	R1	IA
Goblin Snowman	Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1	SC	U	●●●	DGe	R3	IA
Goblin War Drums	Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, JHu, RKF, JMe	EN	C	●●●●●	Muh	R2	FE
Goblin Warrens	R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	●●●●	DFr	R2	FE
Goblin Wizard	T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1	SC	U	●●●	DGe	RR2	DK
Goblins of the Flarg	Mountainwalk. Bury Goblins of the Flarg if its controller controls any Dwarves. 1/1	SC	C	●●●	TWä	R	DK,CH
Granite Gargoyle	Flying. R: +0/+1. 2/2	SC	R	●●●	CRu	R2	A,B,U,R



COUNTERSPELL

Counterspell: Know when to hold it. If you're low on mana, or if you only have one Counterspell in hand, don't let your opponent bait you with a dastardly but not absolutely deadly spell. You don't want to be caught with your pants down when your nemesis casts something really wicked.

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Gravity Sphere	All creatures lose flying ability.	EW	R	●●●●●	BSn	R2	LG
Gray Ogre	2/2	SC	C	●●	DFr	R2	A,B,U,R,4TH
Grizzled Wolverine	R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2	SC	C	●●	CBr	RR1	IA
Hill Giant	3/3	SC	C	●●	DFr	R3	A,B,U,R,4TH
Hurloon Minotaur	2/3	SC	C	●●	AMa	RR1	A,B,U,R,4TH
Hurr Jackal	T: Prevent creature from regenerating this turn. 1/1	SC	R	●●●	DTu	R	AN,4TH
Hyperion Blacksmith	T: Tap or untap target artifact opponent controls. 2/2	SC	U	●●●	DFr	RR1	LG
Immolation	Make target creature +2/2.	EC	C	●●●●	SKi	R	LG,4TH
Imposing Visage	Target creature cannot be blocked by less than 2 creatures.	EC	C	●●●	PFo	R	IA
Inferno	Do 6 damage to all players and all creatures.	INS	R	●●●	RAF	RR5	DK,4TH
Ironclaw Orcs	May only block creatures of power equaling 1 or less. 2/2	SC	C	●	AMa	R1	A,B,U,4TH
Incinerate	Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.	INS	C	●●●●	MPo	R1	IA
Jokulhaups	Bury all artifacts, creatures, and lands.	SOR	R	●●●●●	RTh	RR4	IA
Karplusan Giant	0: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3	SC	U	●●●●	DGe	R6	IA
Karplusan Yeti	T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3	SC	R	●●●●	QHo	RR3	IA
Keldan Warlord	Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*	SC	U	●●●	KBr	RR2	A,B,U,R,4TH
Kird Ape	Kird Ape gains +1/+2 while controller has forests in play. 1/1	SC	C	●●●●	KMe	R	AN,R
Kobold Drill Sergeant	Give all your Kobolds +0/+1 and trample. 1/2	SC	U	●●	TBa	R1	LG
Kobold Overlord	First strike. Give all your Kobolds first strike. 1/2	SC	R	●●	JBa	R1	LG
Kobold Taskmaster	Give all your Kobolds +1/+0. 1/2	SC	U	●●	RAF	R1	LG
Kobolds of Kher Keep	0/1	SC	C	●	JBa	0	LG
Land's Edge	Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.	EW	R	●●	BSn	RR1	LG, CH
Lava Burst	Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.	SOR	C	●●●●	TWa	RX	IA
Lightning Bolt	Do 3 damage to one target.	INS	C	●●●●●	CRu	R	A,B,U,R,4TH
Magnetic Mountain	To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!	EN	R	●●●	SVC	RR1	AN,R,4TH
Mana Clash	Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	●	ATe	R	DK,4TH
Mana Flare	Each land produces an extra mana of its normal type whenever it is tapped for mana.	EN	R	●●●●	CRu	R2	A,B,U,R,4TH
Manabarbs	Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	●●	CRu	R3	A,B,U,R,4TH
Marton Stromgald	If Marton Stromgald attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1	SC	R	●●●●●	MPo	RR2	IA
Melee	Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.	INS	U	●●●●	DWi	R1	IA
Melting	All snow-covered lands turn into non-snow-covered lands of the same type.	EN	U	●●	RGa	R3	IA
Meteor Shower	Meteor Shower does X+1 damage divided any way you choose to any number of targets.	SOR	C	●●●●	REm	RXX	IA
Mijae Djinn	If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3	SC	R	●●●	SVC	RRR	AN,R
Mons's Goblin Raiders	1/1	SC	C	●	TMe	R	A,B,U,R,4TH
Mountain Goat	Mountainwalk. 1/1	SC	C	●●●	CBr	R	IA
Mountain Yeti	Mountainwalk; protection from white. 3/3	SC	C	●●●●	DFr	RR2	LG, CH
Mudslide	Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.	EN	R	●●	BSn	R2	IA
Nolathni Dragon	Flying, bands. R: +1/+0 until end of turn. Bury Nolathni Dragon if more than RRR is spent in this manner in one turn. 1/1	SC	R	●●●	MWe	RR2	CON
Orc General	T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2	SC	U	●	JMy	R2	DK
Orcish Artillery	T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as RT. 1/3	SC	U	●●●	AMa	RR1	A,B,U,R,4TH
Orcish Cannoneers	T: Does 2 damage to any target and 3 damage to you. 1/3.	SC	U	●●●	DFr	RR1	IA
Orcish Captain	1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/2 until end of turn. 1/1	SC	U	●	MTe	R	FE
Orcish Conscripts	Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.	SC	C	●	DSh	R	IA
Orcish Farmer	T: Turn target land into a swamp until its controller's next untap phase. 2/2	SC	C	●●●	DFr	RR1	IA
Orcish Healer	RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.	SC	U	●●●	QHa	RR	IA
Orcish Librarian	R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.	SC	R	●●●●	PFo	R1	IA
Orcish Lumberjack	T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.	SC	C	●●●●	DFr	R	IA
Orcish Mechanics	T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1	SC	C	●●●	PVe	R2	AQ
Orcish Oriflamme	All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.	EN	U	●●●	DFr	R3	A,B,U,R,4TH
Orcish Spy	T: Look at the top 3 cards in target player's library. Return them in order. Artists: BGo, SVC, PVe. 1/1	SC	C	●●●●	Muh	R	FE
Orcish Squatters	If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3	SC	R	●●●●	RKF	R4	IA
Orcish Veteran	Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, DFr, QHo, DSh. 2/2	SC	C	●●	Muh	R2	FE
Orgg	Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6	SC	R	●●●	DGe	RR3	FE
Panic	Target creature may not block this turn. Draw a card at the beginning of the next turn.	INS	C	●●	MKi	R	IA
Power Surge	Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	●●●	DSh	RR	A,B,U,R,4TH
Primordial Ooze	Must attack whenever possible. Add a +1/+1 counter as you upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1	SC	U	●●	SEv	R	LG,CH
Pyroblast	Counter target blue spell or destroy target blue permanent.	INT	C	●●●●●	KFa	R	IA
Pyroclasm	Do 2 damage to each creature.	SOR	U	●●●●	PMo	R1	IA
Pyrotechnics	Do 4 damage divided any way among any number of targets.	SOR	U	●●●●	AMa	R4	LG,4TH
Quarum Trench Gnomes	T: Target plains produces 1 instead of W until end of game. 1/1	SC	R	●●●	DFr	R3	LG
Raging Bull	2/2	SC	C	●●	RAF	R2	LG
Raging River	When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.	EN	R	●●●	SEv	RR	A,B,U
Raiding Party	Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.	EN	U	●●●	QHo	R2	FE
Red Elemental Blast	Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.	INT	C	●●●●●	RTh	R	A,B,U,R,4TH
Roc of Kher Ridges	Flying. 3/3	SC	R	●●●●	ARu	R3	A,B,U,R

Key

●= Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Rock Hydra	SC	R	●●●	JMe	R	A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. D/0.						
Vertigo	INS	U	●●●	DTn	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Dust	SC	U	●●	RTh	R2	LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4						
Wall of Earth	SC	C	●●●●	RTh	RT	LG
0/6						
Wall of Fire	SC	U	●●●	RTh	RR1	A,B,U,R,4TH
R: +1/+0. 0/5.						
Wall of Heat	SC	C	●●●	RTh	R2	LG,CH
2/6.						
Wall of Lava	SC	U	●●●	PVe	RRT	IA
R: +1/+1 until end of turn. T/3						
Wall of Opposition	SC	U	●●●	HMc	RR3	LG, CH
1: +1/+0 until end of turn. D/6						





Two-Headed Giant of Foriys & Venom: The Two-Headed Giant of Foriys is the only creature that can block two attackers at once. Impressive, eh? Throw a Venom on him, which means that all creatures meeting him in combat die, and watch as your opponent's minions turn real shy. (Hey, that rhymed!)

TWO-HEADED GIANT OF FORIYS VENOM

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Rukh Egg	SC	C	●●●●	CRu	R3	AN
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3						
Sabretooth Tiger	SC	C	●●●	MBe	R2	IA
First strike. 2/1						
Sedge Troll	SC	R	●●●	DFr	R2	A,B,U,R
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2						
Shatter	INS	C	●●●●	AWe	RT	A,B,U,R,4TH,IA
Destroy target artifact.						
Shatterstorm	SOR	R	●●●	MPo	RR2	AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.						
Shivan Dragon	SC	R	●●●●●	MBe	RR4	A,B,U,R,4TH
Flying. R: +1/+0. 5/5.						
Sisters of the Flame	SC	C	●●●	TAy	RR1	DK,4TH
T: Add R to your mana pool (play as an interrupt). 2/2.						
Smoke	EN	R	●●	TAy	RR	A,B,U,R,4TH
Each player may only untap one creature during untap phase.						
Spinal Villain	SC	R	●●●	AMo	R2	LG
T: Destroy target blue creature. 1/2						
Stone Giant	SC	U	●●●	DWr	RR2	A,B,U,R,4TH
T: Give one of your creatures with toughness less than Stone Giant's power flying until end of turn. Target creature, which can increase its toughness after it gains flying ability, is killed at end of turn. 3/4.						
Stone Rain	SOR	C	●●●	DGe	R2	A,B,U,R,4TH,IA
Destroy any one land.						
Stone Spirit	SC	U	●●●	JMe	R4	IA
Stone Spirit cannot be blocked by flying creatures. 4/3						
Stonehands	EC	C	●●●	DFr	R2	IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Storm World	EW	R	●●	CRu	R	LG
Do 1 damage to any player for each card below 4 in hand during upkeep.						
Tempest Efreet	SC	R	●	NTh	RRR1	LG,4TH
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3						
Tar Giant	SC	C	●●	DSh	R3	IA
3/3.						
Total War	EN	R	●●●	DTu	R3	IA
Whenever any player declares an attack, destroy all untapped non-wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.						
Tunnel	SDR	U	●●	DFr	R	A,B,U,R,4TH
Bury one wall.						
Two-Headed Giant of Foriys	SC	R	●●●●	AMo	R4	A,B,U
Trample. May block two creatures in combat. 4/4						
Uthden Troll	SC	U	●●●●	DSh	R2	A,B,U,R,4TH
R: Regenerates. 2/2.						
Wall of Stone	SC	U	●●●	DFr	RR1	A,B,U,R,4TH
0/8.						
Wheel of Fortune	SDR	R	●●●●●	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
Windseeker Centaur	SC	R	●●●	AMo	RR1	BDDK
Does not tap to attack. 2/2						
Winds of Change	SOR	R	●●●	JHo	R	LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Word of Blasting	INS	U	●●●	KMe	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						
Ydwen Efreet	SC	R	●●	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.						

WHITE

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Abu Ja'far	SC	U	●●●●	KMe	W	AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. D/1						
Adarkar Unicorn	SC	C	●●●	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2						
Akron Legionnaire	SC	R	●	MPo	WW6	LG, CH
Of your non-artifact creatures, only Akron Legionnaire may attack. B/4						
Alabaster Potion	INS	C	●●●●	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player.						
Amrou Kithkin	SC	C	●●	QHo	WW	LG,4TH
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/T						
Angelic Voices	EN	R	●●●●	JBa	WW2	LG, CH
Give all your creatures +1/+1 if you control only white or artifact creatures.						
Angry Mob	SC	U	●●●●	DTu	WW2	DK,4TH
Trample. During Angry Mob's controller's turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*						
Animate Wall	EC	R	●●	DFr	W	A,B,U,R,4TH
Target wall may now attack.						
Arctic Foxes	SC	C	●●	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	●●	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Argivian Archaeologist	SC	R	●●●●●	AWe	WW1	AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1						
Argivian Blacksmith	SC	C	●●	KKa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	●●●●●	JMy	W3	A,B,U,R,4TH
Destroy all lands in play.						
Armor of Faith	EC	C	●●●	AMo	W	IA
Target creature gains +1/+1. W: +0/+1.						
Army of Allah	INS	C	●●●●	BSn	WWT	AN
+2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	●●	DSh	W	AQ
Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
Balance	SOR	R	●●●●●	MPo	W1	A,B,U,R,4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Battle Cry	INS	U	●●●	DSh	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Benalish Hero	SC	C	●●●	DSh	W	A,B,U,R,4TH
Bands. 1/1.						
Black Scarab	EC	U	●●●	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Black Ward	EC	U	●●●●	DFr	W	A,B,U,R,4TH
Target creature gains protection from black.						
Blaze of Glory	INS	R	●●	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						
Blessed Wine	INS	C	●●	KFo	WT	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blessing	EC	R	●●●●	TBa	WW	A,B,U,R,4TH
W: +1/+1.						
Blinking Spirit	SC	R	●●●●●	LWr	W3	IA
0: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	●	CRu	WWW	DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	●●●	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	●●●	DFr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
Bromwash	EC	C	●●	PVe	W	DK,4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	●●●●	RGo	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	●	SEv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. D/1						
Caribou Range	EL	R	●●●●	RTp	WW2	IA
WW: Tap land. Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.						
Castle	EN	U	●●●	DWr	W3	A,B,U,R,4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	●●●●	PVe	W1	AQ,4TH
2: Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	●●●●	JMy	W1	B,U,R,4TH,IA
1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	●●●	DWr	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	●●●	SEv	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	●●●●	MTe	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	●●●	DSh	W1	AB,U,R,4TH,IA
1: Prevent all damage to you from one white source.						
Cleanse	SDR	R	●●●●	PFa	WW2	LG
Destroy all black creatures in play.						
Cleansing	SDR	R	●●●	PVe	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus	SC	C	●●	DGe	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. T/1.						
Cold Snap	EN	U	●●	RGo	W2	IA
CU: During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
Combat Medic	SC	C	●●●●	Multi	W2	FE
W1: Prevent 1 damage to a player or creature. Artists: EBe, LDo, AMo, SVC. 0/2						
Consecrate Land	EL	U	●●●●	TMc	W	A,B,U
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	●●●●	JMy	WW2	AB,U,R,4TH
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Cooperation	EC	C	●●●	PFo	W2	IA
Target creature gains banding.						
Crusade	EN	R	●●●●	MPo	WW	A,B,U,R,4TH
All white creatures gain +1/+1.						
D'Avenant Archer	SC	C	●●●	DSh	W2	LG, CH
T: Do 1 damage to attacking or blocking creature. 1/2						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Damping Field	No one may untap more than one artifact in each of his or her own untap phases	EN	U	•	JHa	W2	AQ
Death Ward	Regenerates target creature	INS	C	•••	HMc	W	A,B,U,R, 4th,IA
Disenchant	Destroy target enchantment or artifact	INS	C	•••••	BSn	W1	A,B,U,R, 4th,IA
• Divine Intervention	Put 2 counters on card. Remove 1 counter during you upkeep. When both are removed, game ends in a draw	EN	R	•••	AWe	WW6	LG
Divine Offering	Destroy target artifact, gaining life equaling casting cost of artifact	INS	C	••••	TMe	W1	LG
Divine Transformation	Give target creature +3/+3	EC	U	••••	NTh	WW2	LG, 4TH
Drought	During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect	EN	U	•••••	NTh	WW2	IA
Dust to Dust	Remove any two target artifacts from the game	SDR	C	•••	DTu	WW1	DK
Elder Land Wurm	Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5	SC	R	•••	QHa	WWW4	LG 4TH
Elvish Healer	T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2	SC	C	•••	REm	W2	IA
Enchanted Being	Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2	SC	C	•	DSh	WW1	LG
Enduring Renewal	Play with your hand face up. If you a draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand	EN	R	•••••	HMc	WW2	IA
Energy Storm	CU: 1 Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase	EN	R	••••	SEv	W1	IA
Equinox	Tap target land to counter a spell that destroys your land (play as an interrupt)	FL	C	••	SVC	W	LG
Festival	Opponent may not declare an attack this turn. Play during opponent's upkeep	INS	C	••	MPo	W	DK
Fire and Brimstone	Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn	INS	U	••	TMe	WW3	DK
Formation	Give target creature banding until end of turn. Draw a card at the beginning of the next turn	INS	R	••	KMe	W1	IA
Fortified Area	Give all your walls +1/+0 and banding	EN	C	••	RAF	WW1	LG
Fylgja	Put four healing counters on Fylgja when it comes into play. D: Remove a healing counter to prevent 1 damage to the creature Fylgja enchants. 2W: Put a healing counter on Fylgja	EC	C	••••	FBe	W	IA
• General Jarkeld	T: Exchange two blocking creatures without creating an illegal block. 1/2	SC	R	•••	RTh	W3	IA
Glyph of Life	Add to your life points damage done to target wall by attacking creatures	INS	C	•	SVC	W	LG
Great Defender	Give target creature +0/+X until end of turn, where X is the creature's casting cost	INS	U	••	MPo	W	LG
Great Wall	Creatures with plainswalk may be blocked	EN	U	•	SEv	W2	LG
Greater Realm of Preservation	W1: Prevent all damage to you from a red or black source	EN	U	••••	NTh	W1	LG
Green Scarab	Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures	EC	U	•••	NLe	W	IA
Green Ward	Target creature gains protection from green	EC	U	•••	DFi	W	A,B,U,R,4TH
Guardian Angel	Negate X damage dealt to a target. Psst: put this card next to Paralyze	INS	C	•••	AMa	WX	A,B,U,R
Hallowed Ground	WW: Return a non-snow-covered land you control to its owner's hand	EN	U	••	DSh	W1	IA
Hand of Justice	T: Tap 3 target white creatures you control to destroy any target creature. 2/6	SC	R	•••••	MBe	W5	FF
Icatian Infantry	T: Gains banding until end of turn. T: Gains first strike until end of turn. Artists: EBe, CRu, DSh, DTu. 1/1	SC	C	••	Multi	W	FE
Icatian Javelineers	When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1	SC	C	••	Multi	W	FE
Icatian Lieutenant	W1: Give target Soldier +1/+0 until end of turn. 1/2	SC	R	•	PVe	WW	FE
Icatian Moneychanger	Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, DTu. 0/2	SC	C	•••	Multi	W	FE
Icatian Phalanx	Bands. 2/4	SC	U	•••	KFo	W4	FE
Icatian Priest	WW1: Make target creature +1/+1 until end of turn. 1/1	SC	U	•••	DTu	W	FE
Icatian Scout	1, T: Give target creature first strike until end of turn. Artists: RAl, PFa, RKF, DSh. 1/1	SC	C	••••	Multi	W	FE
Icatian Skirmishers	Bands. first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1	SC	R	•••	HHu	W3	FE
Icatian Town	Put 4 Citizen tokens, which are 1/1 white creatures, in play	SOR	R	••••	TWo	W5	FE
Indestructible Aura	Reduce to 0 all damage dealt to target creature until end of turn	INS	C	••	MPo	W	LG
Infinite Authority	After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed	EC	R	••	DSh	WWW	LG, CH
Island Sanctuary	If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn	EN	R	••	MPo	W1	A,B,U,R,4TH
Ivory Guardians	Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3	SC	U	•••	MBe	WW4	LG, CH
Jihad	+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play	EN	R	••••	BSn	WWW	AN
Justice	Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell	EN	U	•••••	RTp	WW2	IA
Karma	Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep	EN	U	•••••	RTh	WW2	A,B,U,R,4TH
Keepers of the Faith	T: Destroy an Efreet or Djinn. 1/1	SC	C	••	DGe	WW1	LG, CH
Kelsinka Ranger	W1: One green creature gains first strike until end of turn. 1/1	SC	C	•	MPo	W	IA
King Suleiman	T: Destroy an Efreet or Djinn. 1/1	SC	R	••	MPo	W1	AN
Kismet	All opponent's creatures, lands, and artifacts enter play tapped	EN	U	••••	KFo	W3	LG, 4TH
Kjeldoran Elite Guard	T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2	SC	U	•••	MBe	W3	IA
Kjeldoran Guard	T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1	SC	C	••	AWo	W1	IA
Kjeldoran Knight	Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1	SC	R	••••	RSp	WW	IA
Kjeldoran Phalanx	First strike, banding. 2/5	SC	R	•••	RKF	W5	IA
Kjeldoran Royal Guard	T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5	SC	R	••••	LWi	WW3	IA
Kjeldoran Skycaptain	Flying, banding, first strike. 2/2	SC	U	••••	MPo	W4	IA
Kjeldoran Skyknight	Flying, banding, first strike. 1/1	SC	C	••••	MPo	W2	IA
Kjeldoran Warrior	Banding. 1/1	SC	C	•••	MPo	W	IA
Knights of Thorn	Protection from red; banding. 2/2	SC	R	••••	CRu	W3	DK
Lance	Target creature gains first strike	EC	U	••	RAl	W	A,B,U,R
Land Tax	If opponent controls more lands than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward	EN	R	••••	BSn	W	LG, 4TH
Lifeblood	Take 1 life whenever opponent taps a mountain	EN	R	••••	MTe	WW2	LG
Lightning Blow	Give target creature first strike until end of turn. Draw a card at the beginning of the next turn	INS	R	•••	HMc	W1	IA





STONE GIANT UTHDEN TROLL

Stone Giant & Uthden Troll: The Stone Giant is one tough cookie. He can pick up and throw creatures you control, giving 'em flying until end of turn. Two catches, though. The creature thrown must have a toughness less than the Stone Giant's power... and it dies at the end of turn. That's where the Uthden Troll comes into play, he's an eligible 2/2, and he regenerates! Whoo-hoo! Toss a Farrel's Mantle on him for more fun!

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Exorcist	WT: Destroy target black creature. 1/1	SC	R	•••	DTu	WW	DK
Eye for an Eye	Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you	INS	R	••••	MPo	WW	AN, R, 4TH
Farmstead	Target land's controller gains 1 life but no more if WW is spent during controller's upkeep	EL	R	•	MPo	WWW	A,B,U,R
Farrel's Mantle	If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants	EC	U	•••	AWo	W2	FE
Farrel's Zealot	If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2	SC	C	••	Multi	WW1	FE
Farrelite Priest	T: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3	SC	U	•	PFa	WW1	FE
Fasting	Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.	EN	U	••	DSh	W	DK
Heal	Prevent 1 damage to any target. Draw a card at the beginning of the next turn	INS	C	••	MTe	W	IA
Healing Salve	Gain 3 life, or negate up to 3 damage dealt to a target	INS	C	•••	DFi	W	A,B,U,R,4TH
Heaven's Gate	Change the color of one or more target creatures to white until end of turn	INS	U	••	DSh	W	LG
Heroism	Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally	EN	U	••	MPo	W2	FE
Hipparion	Hipparion cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3	SC	U	•••	DWi	W1	IA
Holy Armor	Target creature gains +0/+2. W: +0/+1.	EC	C	•••	MBe	W	A,B,U,R,4TH
Holy Day	Creatures attack and block as normal but deal no damage	INS	C	•••	JHa	W	LG
Holy Light	Give all non-white creatures 1/-1 until end of turn	INS	C	••	DTu	W2	DK
Holy Strength	Target creature gains +1/+2	EC	C	•••	AMa	W	A,B,U,R,4TH

*/- Restricted/Banned	AKT Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

Key

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Lost Order of Jarkeld * equals the number of creatures controlled by target opponent 1+*/1+*	SC	R	●●●	ARo	WW2	IA
Martyr's Cry Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.	SOR	R	●●●	JMe	WW	DK
Martyrs of Korlis Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.	SC	U	●●●	MOK	WW3	AQ
Mercenaries If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.	SC	R	●	CBr	W3	IA
Mesa Pegasus Flying, bands. 1/1.	SC	C	●●●●	MBe	W1	A,B,U,R,4TH
Miracle Worker T: Destroy target enchantment on one of your creatures. 1/1	SC	C	●●●	RSp	W	DK
Moat Non-flying creatures cannot attack	EN	R	●●●●	JMo	WW2	LG
Moorish Cavalry Trample. 3/3	SC	C	●●●	DWi	WW2	AN
Morale Give all attacking creatures +1/+1 until end of turn.	INS	C	●●	MPo	WW1	DK, 4TH
Northern Paladin WW, T: Destroy a black card in play. 3/3.	SC	R	●●●●	DSh	WW2	A,B,U,R,4TH
Order of Leitbur Protection from black. WW, +1/+0 until end of turn: W: First strike until end of turn. Artists: RAF, BWo (two versions). 2/1	SC	C	●●●●	Mulh	WW	FE
Order of the Sacred Torch T: Sacrifice 1 life to counter a black spell. 2/2.	SC	R	●●●●●	RTp	WW1	IA
Order of the White Shield Protection from black. WW, +1/+0 until end of turn: W: First Strike until end of turn. 2/1.	SC	U	●●●●	RTp	WW	IA
Osai Vultures Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.	SC	U	●	DFr	W1	LG, 4TH



Balance: They restricted it, so it's gotta be good! It's a great way to wipe out your opponent's creatures, cards, and lands. Simply make sure you have less of these than your opponent (say, for creatures, you block the turn before and suicide all your creatures, then cast Balance with zero out... to do!) and you're set.

Pearled Unicorn 2/2.	SC	C	●●	CBr	W2	A,B,U,R,4TH
Personal Incarnation If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.	SC	R	●●●	KBr	WWW3	A,B,U,R,4TH
Petra Sphynx T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand, otherwise, it goes to the graveyard. 3/4.	SC	R	●●	SEv	WWW2	LG, CH
Piety +0/+3 to all defending creatures until end of turn.	INS	C	●●	MPo	W2	AN, 4TH
Pikemen Banding, first strike. 1/1	SC	C	●●●	DBe	W1	DK, 4TH
Preacher T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.	SC	R	●●●	QHo	WW1	DK
Presence of the Master Counter all new enchantments cast whenever Presence of the Master is in play.	EN	U	●●●	PFo	W3	LG





FORCEFIELD **SHIELD OF THE AGES**

Forcefield & Shield of the Ages: We take an old card, Forcefield, and put it with a new Ice Age card, Shield of the Ages. Put 'em together and what do ya get? The ability to never take damage from a creature. That's right, one mana to trigger the Forcefield which reduces the damage taken by an unblocked creature to one, and two for the Shield of the Ages to prevent that final point of damage. It's just that simple.

Prismatic Ward Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.	EC	C	●●●	LWi	W1	IA
Purelace Change the color of one card being played or in play to white.	INT	R	●●●	SEv	W	A,B,U,R,4TH
Rally All blocking creatures gain +1/+1 until end of turn.	INS	C	●●	HHo	WW	IA
Rapid Fire Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.	INS	R	●	JHo	W3	LG
Red Scarab Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.	EC	U	●●●	SFv	W	IA
Red Ward Target creature gains protection from red.	EC	U	●●●●	DFr	W	A,B,U,R,4TH
Remove Enchantments Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack: destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand, all other enchantments are destroyed.	INS	C	●●	BSn	W	LG
Repentant Blacksmith Protection from red. 1/2	SC	C	●●●	DTu	W1	AN, CH
Resurrection Take a creature from your graveyard and put it directly into play as if just summoned.	SOR	U	●●●●	DWi	WW2	A,B,U,R
Reverse Damage All damage you have taken from any one source is added to, not subtracted from, your life total.	INS	R	●●●●●	DWr	WW1	A,B,U,R,4TH
Reverse Polarity All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.	INS	C	●●●	THo	WW	AQ,R
Righteous Avengers Plainswalk. 3/1	SC	U	●●●	HHo	W4	LG
Righteousness Target defending creature gets +7/+7 until end of turn.	INS	R	●●●	DSh	W	A,B,U,R,4TH
Sacred Boon Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.	INS	U	●●●●	MRa	W1	IA
Samite Healer T: Prevent 1 damage to any target. 1/1	SC	C	●●●	TWo	W1	A,B,U,R,4TH
Savannah Lions 2/1.	SC	R	●●●	DGe	W	A,B,U,R,4TH
Seeker Target creature may only be blocked by white or artifact creatures.	EC	C	●●●	MPo	WW2	IG,4TH
Seraph Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.	SC	R	●●●●●	CRo	W6	IA
Serra Angel Flying. Does not tap to attack. 4/4	SC	U	●●●●●	DSh	WW3	A,B,U,R,4TH
* **Shahrazad** Players must suspend game in progress and play a game of *Magic* with their current libraries. Loser of that game loses half of life points in the original game.	SOR	R	●	KFo	WW	AN
Shield Bearer Bonding. 0/3	SC	C	●●	DFr	W1	IA
Shield Wall Give all your creatures +0/+2 until end of turn.	INS	U	●●	DSh	W1	LG, CH
Snow Hound T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1	SC	U	●●●	PMo	W2	IA
Spirit Link Take 1 life for every point of damage target creature does.	EC	U	●●●●●	KFo	W	LG, 4TH
Spiritual Sanctuary Any player controlling plains takes 1 life during his or her upkeep.	EN	R	●●●	AWe	WW2	LG
Sqnire 1/2.	SC	C	●	DDe	W1	DK
Swords to Plowshares Remove target creature from game. Creature's controller gains life points equal to the creature's power.	INS	U	●●●●●	KFo	W	A,B,U,R,4th,IA
Thunder Spirit Flying, first strike. 2/2	SC	R	●●●●	RAF	WW1	LG
Tivador's Crusade All Goblins are destroyed.	SOR	U	●	DDe	WW1	DK
Tundra Wolves First strike. 1/1.	SC	C	●●	QHo	W	LG,4TH
Veteran Bodyguard Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5	SC	R	●●●●	DSh	WW3	A,B,U,R
Visions Look at the top 5 cards of any library, then reshuffle it if you so choose.	SOR	U	●●	NTh	W	LG,4TH
Wall of Caltrops If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.	SC	C	●●	BSn	W1	LG
Wall of Light Protection from black. 1/5	SC	U	●●●	RTh	W2	LG
Wall of Swords Flying. 3/5	SC	U	●●●●	MTe	W3	A,B,U,R,4TH
War Elephant Bands, trample. 2/2	SC	C	●●●●	KBr	W3	AN, CH
Warning Target attacking creature does no damage in combat this turn.	INS	C	●	PMo	W	IA
White Knight Protection from black, first strike. 2/2	SC	U	●●●●	DGe	WW	A,B,U,R,4TH
White Scarab Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.	EC	U	●●●	DFr	W	A,B,U,R,4TH
White Ward Target creature gains protection from white.	EC	U	●●●	DFr	W	A,B,U,R,4TH
Witch Hunter T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1	SC	U	●●●●	TMy	WW2	DK, CH
Wrath of God Bury all creatures in play.	INS	R	●●●●	QHo	WW2	A,B,U,R,4TH

LANDS

Adventurers' Guildhouse All your green legends may band with other legends.	LAN	U	●	TWo		LG
Adarkar Wastes T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.	LAN	R	●●●	MRa		IA
Arena 3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.	LAN	R	●●●●	RAI		BOOK
Badlands T: Add either B or R to your mana pool. Treat as both a Mountain and a Swamp.	LAN	R	●●●●●	RAI		A,B,U,R
Bayou T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.	LAN	R	●●●●●	TMy		A,B,U,R
Bazaar of Baghdad T: Draw 2 cards from your library; immediately discard 3 cards from your hand.	LAN	R	●●	JMe		AN

Bottomless Vault LAN R ●●● PMa FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.

Brushland LAN R ●●● BWo IA
T: Add T to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

Cathedral of Serra LAN U ● MPo LG
All your white legends may bond with other legends.

City of Brass LAN R ●●●● MTe AN, CH
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.

City of Shadows LAN R ●● TWo DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.

Desert LAN C ●●● JMy AN
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.

Diamond Valley LAN R ●●●●● BSn AN
T: Sacrifice a creature to gain life equal to its toughness.

Dwarven Hold LAN R ●●● PMo FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.

Dwarven Ruins LAN U ● MPo FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.

Ebon Stronghold LAN U ● MPo FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.

Elephant Graveyard LAN R ●●● RAI AN
T: Add 1. T: Regenerate an Elephant or Mammoth.

Forest LAN C — CRn A,B,U,R,4TH,IA
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.

***Karakas** LAN U ●●●● NLe LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.

Karplusan Forest LAN R ●●● NLe IA
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.

Land Cap LAN R ●●●● LWi IA
If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.

Lava Tubes LAN R ●●●● BWo IA
If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.

***Library of Alexandria** LAN R ●●●●● MPo AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.

***Maze of Ith** LAN U ●●●●● AMa DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

Mishra's Factory LAN U ●●●● KFo,PFo AQ 4TH
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. T: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.

***Mishra's Workshop** LAN R ●●● KFo AQ
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.

Mountain LAN C — DSh A,B,U,R,4TH,AN,IA
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.

Mountain Stronghold LAN U ● TWo LG
All your red legends may bond with other legends.

Sand Silos LAN R ●●● PMo FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.

Savannah LAN R ●●●●● RAI A,B,U,R
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.

Scrubland LAN R ●●●●● JMy A,B,U,R
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.

Seafarer's Quay LAN U ● TWo LG
All your blue legends may bond with other legends.

Snow-Covered Forest LAN U — PMo IA
T: Add G to your mana pool.

Snow Covered Island LAN U — MMo IA
T: Add U to your mana pool.

Snow Covered Mountain LAN U — TWo IA
T: Add R to your mana pool.

Snow-Covered Plains LAN U — CRn IA
T: Add W to your mana pool.

Snow-Covered Swamp LAN U — DSh IA
T: Add B to your mana pool.

Sorrow's Path LAN R ● RAF DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.

Strip Mine LAN U ●●●●● DGe AQ 4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.

Sulfurous Springs LAN R ●●● PFo IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.

Svyelunite Temple LAN U ● MPo FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.

Swamp LAN C — DFr A,B,U,R,4TH,IA
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.

Tango LAN R ●●●●● RAI A,B,U,R
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.

***Tabernacle of Pendrell Vale** LAN R ●●● NLe LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

Timberline Ridge LAN R ●●●● JMe IA
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.

***Talonia** LAN U ●●● NLe LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.

Tropical Island LAN R ●●●●● JMy A,B,U,R
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.

Tundra LAN R ●●●●● JMy A,B,U,R
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.

Underground River LAN R ●●● Nth IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.

Underground Sea LAN R ●●●●● RAI A,B,U,R
T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.

Unholy Citadel LAN U ● MPo LG
All your black legends may bond with other legends.

***Urborg** LAN U ●●● BWo LG
Legendary. T: Add B to your mana pool. T: Remove fast strike or swampwalk ability from target creature until end of turn.

Urza's Mine LAN C ●● AMa AQ
T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Power Plant LAN C ●● MTe AQ
T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Tower LAN C ●● MPo AQ
T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.

Veldt LAN R ●●●● BWo IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.

Volcanic Island LAN R ●●●●● BSn B,U,R
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.





Underworld Dreams & Wheel of Fortune: Underworld Dreams nails your opponent for a point for every card he draws. A Wheel of Fortune zaps 'em for—ouch!—seven points. Wanna get real ugly? Follow the Wheel of Fortune with a Fork, and throw in multiple Winds of Change as well.

UNDERWORLD DREAMS WHEEL OF FORTUNE

Glacial Chasm LAN U ●● LDo IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

Hulls of Mist LAN R ●●●● MPo IA
CU: 1. No creature may attack if it attacked during its controller's last turn.

***Rammerheim** LAN U ●●●● BWo LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.

Havenwood Battleground LAN U ● MPo FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.

Hollow Trees LAN R ●●● PMo FE
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.

Icatian Store LAN R ●●● PMo FE
Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.

Ice Floe LAN U ●●● JMe IA
You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.

Island LAN R — MPo A,B,U,R,4TH,IA
T: Add U to your mana pool.

Island of Wak Wak LAN R ●●●●● DSh AN
T: Reduce the power of one flying creature to 0 until end of turn.

Oasis LAN U ●●● BSn AN,4TH
T: Negate 1 damage to any creature.

***Pendelhaven** LAN U ●●●● BWo LG
Legendary. T: Add G to your mana pool. T: Prevent target 1/1 creature +1/+2 until end of turn.

Plains LAN C — JMy A,B,U,R,4TH,IA
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.

Plateau LAN R ●●●●● DTu A,B,U,R
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.

Rainbow Vale LAN R ●●● KFo FE
T: Add 1 mana of any color to your pool. Rainbow Vale passes to opponent at end of turn.

River Delta LAN R ●●●● SEv IA
If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.

Ruins of Trokair LAN U ● MPo FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.

Safe Haven LAN R ●●●● CRu DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.

Key

*/ Restricted/Banned
AC Artifact Creature
ART Artifact
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
SC Summon Creature
SOR Sorcery

INQUEST

players guide

MARVEL OVERPOWER CARD GAME

HEROES AND VILLAINS

Character	Energy	Fighting	Strength
Apocalypse	6	4	4
Beast	1	5	6
Bishop	5	6	4
Cable	6	5	6
Captain America	1	7	5
Carnage	3	7	5
Colossus	4	4	7
Cyclops	7	4	3
Deadpool	3	7	4
Doctor Doom	7	6	6
Doctor Octopus	3	6	5
Elektra	2	6	5
Gambit	6	5	4
Hobgoblin	2	6	3
Hulk	2	4	8
Human Torch	6	3	3
Invisible Woman	6	3	3
Iron Man	7	6	6
Jean Grey	7	4	3
Jubilee	6	3	1
Magneto	8	1	2
Mr. Fantastic	3	6	3
Mystique	6	4	2
Omega Red	2	6	4
Professor X	8	2	1
Psylocke	5	6	4
Punisher	4	7	4
Rhino	1	4	7
Rogue	5	3	7
Sabretooth	1	8	5
Silver Surfer	7	4	5
Spider-Man	6	7	6
Spider-Woman	4	2	6
Storm	7	4	3
Thing	1	4	8
Thor	4	3	6
Venom	6	6	7
War Machine	4	3	7
Wolverine	2	8	4

POWER CARDS

Name	Visual
Energy 1	Nebula
Energy 2	Black Cat
Energy 3	Sauron
Energy 4	Electro
Energy 5	Century
Energy 6	Storm
Energy 7	Cyclops
Energy 8	Professor X
Fighting 1	Bloody Mary
Fighting 2	Black Widow
Fighting 3	Longshot
Fighting 4	Nightcrawler
Fighting 5	Venom
Fighting 6	Wolverine
Fighting 7	Domino
Fighting 8	Cyber
MultiPower 1	Century
MultiPower 2	Iron Man
MultiPower 3	Nightcrawler
MultiPower 4	Super Skrull
Strength 1	Archangel
Strength 2	Spider-Man
Strength 3	War Machine
Strength 4	Loki
Strength 5	Cyber
Strength 6	Super Skrull
Strength 7	Thing
Strength 8	Abomination

Name — Description	Move

SPECIAL POWERS

Any Hero — Web-Headed Wizard
Immediately exchange this card for any 1 card in your Dead Pile. Limit one per deck.

Apocalypse — Enhance Strength
Apocalypse's Strength becomes 8 for the remainder of the current battle.

Apocalypse — Genetic Engineering
Target opponent may not use one skill type of your choice for the remainder of the current battle.

Apocalypse — Mega Morph
Acts as a level 9 Fighting attack.

Apocalypse — Shape Shift
Transfer an attack made upon a teammate to Apocalypse instead.

Apocalypse — Survival of the Fittest
Transfer an attack made upon Apocalypse to one of your teammates instead.

Beast — Analyze
Negate the effects of one Special card played by opponent.

Beast — Animal Dexterity
Avoid one Fighting attack.

Beast — Beastial Brawn
Acts as a level 4 Strength attack. Beast may make one additional attack against a different opponent.

Beast — Biochemist
Remove 1 hit from the permanent record of any one teammate.

Beast — Drop Kick
Acts as a level 9 Fighting attack.

Bishop — Absorb Energy
Avoid one Energy attack. Bishop's Energy becomes 8 for the remainder of the current battle.

Bishop — Draw Enemy Fire
Transfer an attack made upon a teammate to Bishop instead.

Bishop — Plasma Gun
Acts as a level 9 Energy attack.

Bishop — Spectrum Blast
Acts as level 8 Energy, Strength or Fighting attack.

Bishop — XSE Tactics
Acts as a level 4 Fighting attack. Bishop may make 1 additional attack.

Cable — Battle Tactics
Draw 1 card, do not discard if duplicate.

Cable — Bionic Eye
Acts as a level 6 Fighting attack. Can be used against an opponent in reverse, and the opponent may defend.

Cable — Bodyslide
Avoid 1 attack.

Cable — Cover Fire
Allows a teammate to avoid one attack of 9 or less.

Cable — Custom Firearms
Acts as a level 4 attack. Cable may make 1 additional attack.

Captain America — Avenger
Transfer an attack made upon a teammate to Captain America instead.

Captain America — Might Shield
Allows a teammate to avoid one attack of 9 or less.

Captain America — Ricochet Shield
Acts as a level 4 Fighting attack. Captain America may make 1 additional Fighting attack against a different opponent.

Captain America — Stars and Stripes
Avoid 1 attack.

Captain America — Super Soldier
Acts as a level 3 Fighting attack. Can only be defended by a defensive special card.

Carnage — Blade Hands
Acts as a level 4 Fighting attack. You may combine this with 1 Energy card for a single attack.

Carnage — Climb
Avoid 1 Strength attack.

Carnage — Insane Rage
Acts as a level 4 Energy attack. Carnage may make 1 additional attack.

Carnage — Ruthless
Carnage may make 1 attack after opponent has conceded the battle.

Carnage — Symbiotic Web
Target opponent may not attack for the remainder of the current battle.

Colossus — Fastball
One of your teammates may make 1 Strength or Fighting attack at +4.

Colossus — Haymaker
Acts as a level 7 Fighting attack.

Colossus — Metal Barrier
Transfer an attack made upon a teammate to Colossus instead.

Colossus — Skin of Steel
Avoid 1 attack.

Colossus — Smash Object
Opponent must immediately discard 1 placed Universe card of your choice.

Cyclops — Fearless Leader
Add 3 to venture total for this battle.

Cyclops — Ground Blast
Opponent must immediately discard all placed Universe cards.

Cyclops — Optic Obliteration
Avoid 1 attack made with a Universe card.

Cyclops — Visual Sweep
Acts as a level 4 Energy attack. Cyclops may make 1 additional attack against a different opponent.

Cyclops — Wide Beam
Acts as a level 7 Fighting attack.

Deadpool — Assassin
Acts as a level 3 Fighting attack. Can only be defended by a defensive Special card.

Deadpool — High Threshold of Pain
Deadpool's hits to K.O. number is increased to 30.

Deadpool — Killing Machine
Acts as a level 4 Fighting attack. Deadpool may make 1 additional attack.

Deadpool — Regeneration
Remove 1 hit from Deadpool's permanent record.

Deadpool — Super Spy
Opponent must randomly reveal two cards from his hand.

Doctor Doom — Concussion Beams
Acts as a level 4 Energy attack. Doctor Doom may make 1 additional attack.

Doctor Doom — Energy Dampening Field
No Energy cards may be played against Doctor Doom for the remainder of the current battle.

Doctor Doom — Super Genius
Draw 1 card. Do not discard if duplicate.

Doctor Doom — Time Machine
You may look at the top 2 cards in opponent's draw pile.

Doctor Doom — Villainous Plot
Target opponent gets 6 to venture total for this battle.

Doctor Octopus — Criminal Mastermind
Target opponent gets 3 to venture total for this battle.





In the Line of Fire and Radar Warning: If one of your heroes is facing some serious hurtin' and doesn't have any defenses, Iron Man can pitch in a helping hand. If you can get this two-card combo, you'll be able to have Iron Man block even the toughest attack. Hey, they don't call him Iron for nothing!

IN THE LINE OF FIRE — RADAR WARNING

Name / Description	Move
Doctor Octopus	Evasive Action
Avoid 1 attack	
Doctor Octopus	Grasping Tentacles
Target opponent may not attack for the remainder of the current battle	
Doctor Octopus	Multi Armed Menace
Acts as a level 4 Fighting attack. Doctor Octopus may make 1 additional Fighting attack	
Doctor Octopus	Villainous Shield
Transfer an attack made upon a teammate to Doctor Octopus instead	
Elektra	Anticipate
Avoid 1 attack	
Elektra	Martial Artist
Acts as a level 6 Fighting attack. May be made while Elektra is in reserve	
Elektra	Ninja Master
Acts as a level 4 Fighting attack. Elektra may make 1 additional Fighting attack against a different opponent	
Elektra	Resurrection
Remove 1 hit from Elektra's permanent record	
Elektra	Sai
Acts as a level 4 Fighting attack. Can can be combined with 1 Strength card for a single attack	
Gambit	52 Card Pickup
Acts as a level 4 Energy attack. Gambit may make 1 additional attack against a different opponent	
Gambit	Charge Object
Play with 1 action involving a Universe card. The bonus of the Universe card is doubled.	
Gambit	Charm
Gambit may not be attacked for the remainder of the current battle	
Gambit	Intercept Object
Avoid 1 attack made with a Universe card	
Gambit	Staff Attack
Acts as a level 4 Fighting attack. Can be combined with 1 Strength card for a single attack	
Hobgoblin	Concussion Grenade
Opponent must immediately discard 1 placed Power card of your choice.	
Hobgoblin	Goblin Glider
Avoid 1 attack	

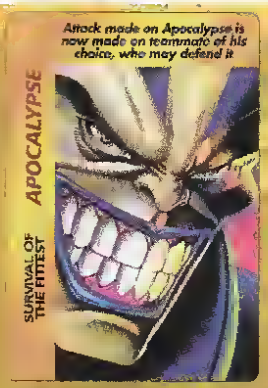
Name / Description	Move
Human Torch	Inferno
Acts as a level 4 Energy attack. Can be combined with 1 Fighting card for a single attack	
Human Torch	Nova Burst
Acts as a level 11 Energy attack. Human Torch may not attack for the remainder of the current battle	
Human Torch	Searing Heat
Opponent must immediately discard 1 placed Universe card of your choice.	
Invisible Woman	Bubble Shield
Team gains +2 to defense for the remainder of the current battle	
Invisible Woman	Force Field
Avoid 1 attack.	
Invisible Woman	Invisibility
Invisible Woman gains +2 to defense for the remainder of the current battle	
Invisible Woman	Invisible Ram
Acts as a level 9 Strength attack	
Invisible Woman	Unseen Assailant
Acts as a level 4 Fighting attack. Invisible Woman may make 1 additional Fighting attack	
Iron Man	Concealed Arsenal
Acts as a level 4 Energy attack. Iron Man may make 1 additional attack.	
Iron Man	Heat Seeking Missile
Acts as a level 8 Energy, Strength or Fighting attack	
Iron Man	In the Line of Fire
Transfer an attack made upon a teammate to Iron Man instead	
Iron Man	Radar Warning
Avoid 1 attack.	
Iron Man	Tactical Computer
Draw 1 card. Do not discard if duplicate	
Jean Grey	Mental Deflection
Avoid 1 attack.	
Jean Grey	Mind Over Matter
Jean Grey and target opponent may not attack for the remainder of the current battle	
Jean Grey	Mind Scan
Opponent must randomly reveal 2 cards from his hand	
Jean Grey	Telekinesis
Acts as a level 9 Strength attack	

Name / Description	Move
Mr. Fantastic	Protect Teammate
One of your teammates may avoid 1 attack of 9 or less	
Mr. Fantastic	Python Hold
Target opponent may not attack for remainder of the current battle	
Mr. Fantastic	Stretch Attack
Acts as a level 4 Fighting attack. Mr. Fantastic may make 1 additional Fighting attack against a different opponent	
Mr. Fantastic	Team Leader
Add 3 to your venture total for this battle	
Mystique	Commando Raid
Acts as a level 6 Energy attack which can be used against an opponent in reserve	



Nova Burst: This is a great card to use for the Human Torch—an 11-point hit is pretty potent. But there is a down side. If the Torch uses this Special, don't count on him to attack for the rest of the battle. Small price to pay for a card so brutal!





Revoltin' Development and Survival of the Fittest: Thing's Revoltin' Development is a pretty good deterrent for your opponent to not attack him. However, with a card like Apocalypse's Survival of the Fittest, you can bait your opponent to attacking him anyway. Just transfer the attack over to Thing and then get ready for some serious clobberin' on the next series of attacks.

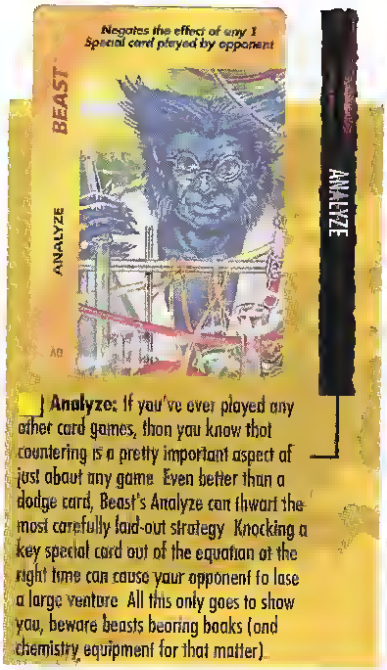
REVOLTIN' DEVELOPMENT SURVIVAL OF THE FITTEST

Name / Description	Move
Mystique	Cool Under Fire
Avoid 1 attack.	
Mystique	Illusion of Ally
Target opponent may not attack Mystique for the remainder of the current battle unless she attacks him first	
Mystique	Infiltration
Opponent must randomly reveal 2 cards from his hand	
Mystique	Surprise Attack
Draw 1 card. Do not discard if duplicate	
Omega Red	Carbonium Coils
Acts as a level 7 Strength attack.	
Omega Red	Drain Lifeforce
Transfer an attack made upon Omega Red to one of your teammates instead	
Omega Red	KGB Training
Acts as a level 4 Fighting attack. Omega Red may make 1 additional Fighting attack	
Omega Red	Sacrificial Lamb
Transfer an attack made upon Omega Red to one of his teammate's instead	
Omega Red	Tendril Tactics
Opponent must immediately discard 1 placed Universe card of your choice.	
Professor X	Cerebro
Acts as a level 4 Energy attack. Professor X may make an additional Energy attack	
Professor X	Psionic Hold
Target opponent may not attack for the remainder of the current battle	
Professor X	Psychic Scan
Opponent must randomly reveal 2 cards from his hand	
Professor X	Telepathic Coordination
All of your teammates get +2 their actions for the rest of the current battle	
Professor X	X-Men Founder
Add 3 to venture total for this battle.	
Psylocke	Combat Prowess
Acts as a level 4 Fighting attack. Psylocke may make 1 additional Fighting attack against a different opponent	
Psylocke	Mental Hold
Target opponent may not attack for the remainder of the current battle	
Psylocke	Psi Fighting
Acts as a level 4 Energy attack. Can be combined with 1 Strength card for a single attack	
Psylocke	Psychic Knife
Acts as a level 7 Energy attack. If successful, opponent may not attack for the rest of the current battle	
Psylocke	Thought Probe
Opponent must randomly reveal 2 cards from his hand.	

Name / Description	Move
Hobgoblin	Pumpkin Bomb
Acts as a level 7 Energy attack.	
Hobgoblin	Razor Bats
Acts as a level 4 Fighting attack. Hobgoblin may make 1 additional attack against a different opponent	
Hobgoblin	Stun Gas
Target opponent may not attack for the remainder of the current battle.	
Hulk	Enraged
Acts as a level 8 Strength attack which gets +1 for every hit on Hulk's permanent record	
Hulk	Green Goliath
Acts as a level 4 Strength attack. Can be combined with 1 Fighting card for a single attack	
Hulk	Hulk Smash
Opponent must immediately discard 1 placed Universe card of your choice.	
Hulk	Intimidate
Play when opponent brings in a reserve. The reserve may not enter until the next battle.	
Hulk	Shrug Off
Avoid 1 Fighting attack	
Human Torch	Fire Shield
Human Torch gains +2 to defense for the remainder of the current battle	
Human Torch	Fire Storm
Acts as a level 4 Energy attack. Human Torch may make 1 additional Energy attack against a different opponent	

Name / Description	Move
Jean Grey	Telepathic Unity
Team gains +2 defense for the remainder of the current battle	
Jubilee	Blinding Flare
Avoid 1 attack	
Jubilee	Distracting Burst
One of your teammates may avoid 1 attack.	
Jubilee	Fireworks
Acts as a level 4 Energy attack. Jubilee may make 1 additional Energy attack	
Jubilee	Plasmoid Flash
Target opponent may not attack for the remainder of the battle	
Jubilee	Spectrum Tease
Transfer an attack made upon a teammate to Jubilee instead	
Magneto	Evil Genius
Target opponent gets -3 to venture total for this battle	
Magneto	Gravity Alteration
Opponent must immediately discard 1 placed Universe card of your choice.	
Magneto	Magnetic Shield
Magneto gains +2 to defense for the remainder of the current battle	
Magneto	Paralyze Opponent
Target opponent may not attack for the remainder of the current battle.	
Magneto	Repel Object
Avoid 1 attack made with a Universe card	
Mr. Fantastic	Ingenuity
Play with 1 action involving a Universe card. The bonus of the Universe card is doubled.	

Name	Description	Move



Analyze: If you've ever played any other card games, then you know that countering is a pretty important aspect of just about any game. Even better than a dodge card, Beast's Analyze can thwart the most carefully laid-out strategy. Knocking a key special card out of the equation at the right time can cause your opponent to lose a large venture. All this only goes to show you, beware beasts bearing books (and chemistry equipment for that matter).

Name	Description	Move
Punisher	Acts as a level 4 Fighting attack. Punisher may make 1 additional Fighting attack	Full Auto
Punisher	Draw 1 card. Do not discard if duplicate	Secret Weapon
Punisher	One of your teammates may avoid 1 Energy attack.	Smoke Screen
Punisher	Acts as a level 6 Fighting attack. Can be used against an opponent in reserve.	Sniper
Punisher	Play after Punisher takes a hit. Punisher is +2 for the remainder of battle vs. opponent who just hit him	Vendetta
Rhino	Opponent must immediately discard 1 placed Universe card of your choice.	Bowl Over
Rhino	Acts as a level 4 Strength attack. Rhino may make 1 additional attack against a different opponent	Pinball Blow
Rhino	Acts as a level 6 Strength attack. Cannot be defended by an Energy card	Rhino Charge
Rhino	Avoid 1 attack.	Rhino Hide
Rhino	Acts as a level 4 Strength attack. Can be combined with 1 Fighting card for a single attack	Romp n' Stomp
Rogue	Transfer an attack on one of your teammates to Rogue instead.	Intercept Attack
Rogue	Target opponent may not use one skill type of your choice for the remainder of the current battle	Mutagenic Drain
Rogue	Acts as a level 6 Strength attack. If successfuly, Rogue gains the skill levels of target opponent for the remainder of the current battle.	Power Transfer
Rogue	Avoid 1 attack	Sky Soar
Rogue	Opponent must immediately discard 1 placed Universe card of your choice.	Super Strength
Sabretooth	Sabretooth may make 1 attack after opponent has conceded the battle	Blood Hunt
Sabretooth	Acts as a level 4 Fighting attack. Sabretooth may make 1 additional attack.	Bloodlust
Sabretooth	Avoid 1 Fighting attack.	Danger Scent
Sabretooth	Remove 1 hit from Sabretooth's permanent record.	Healing Factor
Sabretooth	Acts as a level 7 Strength attack	Wildcat
Silver Surfer	Remove 1 hit from the permanent record of any 1 teammate	Cosmic Healing
Silver Surfer	Teammate may avoid 1 attack of 9 or less	Energy Projection
Silver Surfer	Avoid 1 attack.	Force Shield
Silver Surfer	Acts as a level 8 Energy, Strength, or Fighting attack.	Power Cosmic
Silver Surfer	Opponent must immediately discard 1 placed Universe card of your choice.	Rearrange Matter
Spider-Man	Acts as a level 4 Fighting attack. Spider-Man may make 1 additional attack.	Arachnid Agility
Spider-Man	Opponent must immediately reveal any Special cards currently held in his hand	Spider Sense
Spider-Man	Avoid 1 attack	Wall Crawl
Spider-Man	Target opponent may not attack for the remainder of the current battle.	Web
Spider-Man	Avoid 1 attack made with a Universe card.	Web Shield
Spider-Woman	Opponent must immediately discard 1 placed Power card of your choice	Arachnophobia
Spider-Woman	Target opponent may not attack for the remainder of the current battle	Psi Web
Spider-Woman	Acts as a level 4 Strength attack. Can be combined with 1 Strength card for a single attack.	Spider Attack
Spider-Woman	Acts as a level 4 Strength attack. Spider-Woman may make 1 additional attack	Spider Strength
Spider-Woman	Avoid 1 attack	Web Lines
Storm	Acts as a level 4 Energy attack. Storm may make 1 additional attack against a different opponent.	Chain Lightning
Storm	Acts as a level 8 Energy, Strength, or Fighting attack	Emotional Outburst
Storm	Avoid 1 Strength attack	Flight
Storm	No Universe cards may be played against Storm for the remainder of the current battle	Hurricane Winds
Storm	Draw 1 card. Do not discard if duplicate	Summon Elemental Power
Thing	Opponent must immediately discard 1 placed Universe card of your choice.	Bear Hug
Thing	Acts as a level 10 Strength attack.	Clobberin' Time
Thing	Play after Thing takes a hit. Thing is +2 for the remainder of battle vs. opponent who just hit him	Kevlotin' Development
Thing	Avoid 1 attack	Rock Skin
Thing	Acts as a level 4 Strength attack. Thing may make 1 additional attack.	Temper Tantrum
Thor	Thor's Energy skill increases to 8 for the remainder of the current battle	God of Thunder
Thor	Acts as a level 4 Strength attack. Can be combined with 1 Energy card for a single attack.	Mjolnir Speaks
Thor	Acts as a level 4 Strength attack. Thor may make 1 additional attack.	Mystic Uru Metal
Thor	Acts as a level 8 Energy, Strength, or Fighting attack	Power of Asgard
Thor	Transfer an attack made upon a teammate to Thor instead	Protect Teammate
Venom	Opponent must immediately discard 1 placed Universe card of your choice	Alien Webbing
Venom	Avoid 1 attack.	Creepy Crawler
Venom	Play when opponent's hero is Koed. The Reserve must slap a battle before entering.	Panic Attack
Venom	Acts as a level 4 Strength attack. Venom may make 1 additional attack.	Rampage
Venom	Target opponent may not attack for the remainder of the current battle	Symbiotic Snare
War Machine	Draw 1 card. Do not discard if duplicate	Battle Computer
War Machine	War Machine gains a +2 defense for the remainder of the current battle	Energy Shield
War Machine	Acts as level 4 Energy attack. Can be combined with 1 Fighting card for a single attack.	Guided Missile
War Machine	Acts as a level 4 Strength attack. War Machine may make 1 additional attack	Hidden Weapon
War Machine	Acts as a level 8 Energy, Strength, or Fighting attack	Unleash Arsenal
Wolverine	Acts as a level 8 Fighting attack. The attack gains +1 for each hit on Wolverine's permanent record	Berserk
Wolverine	Avoid 1 attack.	Fighting Instinct
Wolverine	Acts as a level 4 Fighting attack. Wolverine may make 1 additional attack.	Heal
Wolverine	Remove 1 hit from Wolverine's permanent record	Snikt!
Wolverine	Transfer an attack made upon a teammate to Wolverine instead	Wounded Animal

UNIVERSE CARDS

Name	Description	Visual	Requires	Bonus
Alien Technology		Professor X	8	+2
Booster Shot		Cyber	8	+1
Chain		Sabretooth	8	+2
City Bus		Hulk	8	+3
Crossbow		Wolverine	8	+3
Divine Intervention		Loki	8	+1
Dumpster		Iron Man	6	+3
EM Force Lines		Magneto	8	+3
Energy Booster		Storm	7	+1
Energy Enhancer		Gambit	6	+3
Energy Maximizer		Cyclops	7	+2
Generator		Electro	6	+1
Girder		Abomination	8	+1
Hand Grenade		Black Widow	6	+2
Hot Dog Cart		Venom	6	+1
Hunk of Asphalt		Rhino	7	+1
Lamp Post		Thing	8	+2
Laser Pistol		Nebula	6	+3
Machine Gun		Domino	7	+3
Manhole Cover		Spider-Woman	6	+2
Power Cosmic		Silver Surfer	7	+3
Power Lines		Bishop	6	+2
Rocket Launcher		Punisher	7	+1
Sword		Bloody Mary	7	+2
Taxi Cab		Colossus	7	+3
Teamwork	Gives +1 Strength and –2 Fighting or +2 Strength and +2 Fighting	Juggernaut, Magneto, Sabertooth	6	6
Teamwork	Gives +2 Strength and +2 Fighting	Juggernaut, Magneto, Sabertooth	7	6
Teamwork	Gives +1 Strength and +3 Energy or +3 Strength and +1 Energy	Wolverine, Beast, Cyclops	8	6
Throwing Blades		Longshot	6	+1



Silver Surfer and Training Card: Training cards can be useful for any character, but they're at their maximum effectiveness for characters with at least one score of 5. Take Silver Surfer, for example. Although he's not as beefed as Hulk, he's still got a decent Strength score of 5. However, when you add in a Training card, the +3 or +4 bonus can give him a Strength that would make even Thing think about holding off on clobberin' time.

Name	Visual	Requires	Bonus
Training	Archangel	5	+4
Training	Black Cat	5	+3
Training	Century	5	+3
Training	Human Torch	5	+3
Training	Jubilee	5	+4
Training	Sauron	5	+4
Tree	Rogue	7	+2

VENTURES

Name	Visual
Age of Apocalypse 1	Bishop
Age of Apocalypse 2	Weapon X, Jean Grey
Age of Apocalypse 3	Sue Storm
Age of Apocalypse 4	Beast
Age of Apocalypse 5	Colossus
Age of Apocalypse 6	Holocaust
Age of Apocalypse 7	Apocalypse
Annihilation Affair 1	Deadpool
Annihilation Affair 2	General Ross
Annihilation Affair 3	Captain America
Annihilation Affair 4	Doctor Octopus
Annihilation Affair 5	Doc Samson
Annihilation Affair 6	Omega Red



WEB-HEADED WIZARD

Web-Headed Wizard: Call it a shameless plug if you will, but this special card is probably the most versatile and powerful card in the entire game. With this card in your hand, you can adjust to whatever your opponent throws at you. If used when there are a lot of cards in your discard pile, Web Headed Wizard can almost guarantee a victory. (Continuing our plug, this hunky-dory card is available in issue #50 of *Wizard: The Guide to Comics*.)

Annihilation Affair 7	Hulk
Fatal Attractions 1	Exodus
Fatal Attractions 2	Cable
Fatal Attractions 3	Storm
Fatal Attractions 4	Magneto
Fatal Attractions 5	Wolverine
Fatal Attractions 6	Colossus
Fatal Attractions 7	Professor X
Infestation Incident 1	Brood Swarm
Infestation Incident 2	Punisher
Infestation Incident 3	Captain America
Infestation Incident 4	Nick Fury
Infestation Incident 5	Cyclops
Infestation Incident 6	Wolverine
Infestation Incident 7	Brood Queen
Infinity Gauntlet 1	Dr. Strange
Infinity Gauntlet 2	Adam Warlock
Infinity Gauntlet 3	Dr. Doom
Infinity Gauntlet 4	Galactus
Infinity Gauntlet 5	Thor
Infinity Gauntlet 6	Silver Surfer
Infinity Gauntlet 7	Thanos
Maximum Carnage 1	Kasady
Maximum Carnage 2	Venom
Maximum Carnage 3	Demogoblin
Maximum Carnage 4	Carnion
Maximum Carnage 5	Doppelganger
Maximum Carnage 6	Shriek
Maximum Carnage 7	Carnage

OverPower Special Card and Rules Clarification

The following "guidelines" should be adhered to in the case of the following Special cards. This document serves as an official addendum to the *OverPower* rules booklet. For the following discussions, "offense" refers to a card or cards played by a player on his or her turn. "Defense" refers to a card or cards played in response to an attack made by an opponent on the opponent's turn.

For Special Cards Marked:
"No Energy Cards may be played against {hero} for remainder of battle"
or
"No Universe Cards may be played against {hero} for remainder of battle"

The rule is as follows:
Such a Special may be played both offensively and defensively. If played offensively, no attacks of that particular type may be made against the hero that has played the Special. If played defensively, the attack that was defended against is avoided completely, and no further attacks of that type may be made against the hero that played the Special.

For Special Cards Marked:
"Play when {hero} is wounded, {hero} gains +2 to all attacks for remainder of battle"
or
"{hero} gains +2 to all actions for remainder of battle if {hero} team is outnumbered"
or
"{hero} gains +2 to defense for remainder of battle"
or
any other Special bestowing a bonus or penalty to a hero (+2, -2, 2, etc.)

The rule is as follows:
Any Special that grants a bonus (+1, +2, etc.) or penalizes (-1, -2, etc.) a hero modifies the power card after that hero plays it. It does not modify the affected hero's Power Grid. A Power Grid displays what a hero is capable of using, the attack or defense is the actual value of the Power card or Special that they have used. These Specials modify Power cards (and in some cases other Special cards) in much the same way Universe objects and Training cards do. For example: a hero under the effects of a "{hero} gains +2 to defense for remainder of battle" Special, could block an Energy attack of level 7 with a Power card level 5 (because 5 +2 = 7).

In the case where a Special of this type might modify another Special card with a set value and Power type, the card would be altered in terms of attack and defense, but not damage. For example: Jean Grey's "Telekinesis - Acts as a level 9 Strength attack" under the influence of an "Opponent -2 to attack" Special would only require a 7 to block. If it was not blocked, the attack would still be a 9 for determining damage inflicted upon a hero.

In all cases, these cards can be played both offensively and defensively. They can be played in combination with a power card as part of an offensive or defensive move, depending on the nature of the card and that all necessary conditions, if any, have been met.

For Special Cards Marked:
"Opponent must immediately discard 1 placed Power card of {hero} choice"
or
"Opponent must immediately discard 1 placed Universe card of {hero} choice"

The rule is as follows:
Such a card can only be used offensively. The term "placed" implies that the Universe or Power card being targeted must be assigned to a particular hero, and "placed" behind said hero. This card cannot be used to remove the effects of a Universe card from an attack directed against a hero. Once a Universe card is used for an attack, it is no longer considered "placed," and therefore this Special would have no effect.

For Special Cards Marked:
"Play with 1 action involving a Universe card. Universe card bonus is doubled"

The rule is as follows:
Such a card may be played with any of the three types of Universe card: Universe objects, Training, or Teamwork. It may also be played offensively or defensively. In the case of Universe objects and Training cards, the result of this Special would double the bonus that is applied to the Power card, for example, if the Universe card were to read "8 Fighting to Use, +2 to Fighting," this Special would in effect alter the Universe card to be "8 Fighting to Use, +4 to Fighting," and enable a Power card that is played in conjunction with the Universe and the Special to receive such a bonus.

In the case of a Teamwork card, this Special would allow no modification to the "{x} to Use" portion, or to the "Acts as {x} attack" portion, but would alter the bonus allowed to both teammates, for example: if a Teamwork card were to read "6 Fighting to Use. Acts as 6 Fighting attack. +1 to First Team mate, +2 to Second Teammate," this Special would change the bonus and enable the teammates to make attacks at +2 to First Teammate, +4 to Second Teammate."

In all cases, the normal rules for how and when to play a Universe card, Training card, and Teamwork card still apply.



MULTI-POWER CARDS

Multi-Power Cards: Although the numbers aren't as high as most of the single power cards, the versatility of these cards makes them worth putting in your deck. Just about any of your characters should be able to use them, giving you maximum flexibility in determining who gets which cards during combat. And even if you don't like the card, the picture's still pretty damn cool.

For Special Cards Marked:
"Remove 1 hit from the permanent record of any 1 teammate"
or
"Remove 1 hit from {hero} permanent record"
or
any other Special mentioning the "permanent record"

The rule is as follows:
It should be noted that in the "Battles and Missions" game the "permanent record" and "hits from the current battle" (or "hits") are separate and distinct. A Special like the above would have no effect on "hits from the current battle." "Hits from the current battle" do not become part of the "permanent record" until the battle is over and the venture has been resolved. Therefore, this Special can only be used on that player's turn, and never defensively (as an "avoid 1 attack"). In addition, if a "permanent record" special is drawn in a particular hand in which the hero who owns the special has no permanent record damage, the Special must either be placed, if possible, or discarded as an unusable card.

In the "Battles" game, where there is no venture, there is no distinction between "hits from the current battle" and the "permanent record." In this version of the game, the Special may be used more generically to remove a hit, but still may not be used defensively to avoid an attack.

In both games, the card may not be used "after the fact" to bring a hero back to life. If a hero takes more than 20 points worth of damage, or is the victim of a Spectrum attack, the hero is out of the game instantly, and may not remove a hit or have a hit removed in order to bring that hero "back to life."



Game Genesis

By Rick Swan

I was eavesdropping—er, shopping—at a game store last weekend when I overheard two grade schoolers yammering about a new card game they'd read about on the Internet. They were ready to buy, but it wasn't on sale yet. I butted in and asked how long they thought it took to publish a game. They scratched their heads, looked at each other, then said, "Uhh... a few weeks."

"Those kids sound like game company executives," laughs Mike Fitzgerald, designer of *Wyvern*, the card game of dueling dragons from U.S. Games Systems and one of last year's surpnse hits. "They want a game in a month."

So how long does it really take? Schedules vary, of course, depending on the skill of the designer, the efficiency of the printer, and the length of the editor's vacation. But the story of *Wyvern* is fairly typical. Fitzgerald takes us through the publication process, step by step.





Wyvern's designer Mike Fitzgerald is all smiles

Step One: Dreaming up the idea. This can take forever, but Fitzgerald had a head start. "I got the game mechanics for *Wyvern* from a card game I invented during the '70s. As soon as I saw *Magic: The Gathering* in August of 1993, I knew I could use my old concept in this new format."

Step Two: Research. *Wyvern* features a rather complex setting based on the mythologies of dozens of real-world cultures. Trips to the library ate up another three months.

Step Three: Writing the rules. Since he already had the concept, Fitzgerald was able to whip out the first draft in a mere month. The final draft, however, took six months. "It's an ongoing process," he shrugs.

Step Four: Play-testing. "Early testing was done by my own play group, consisting of 16 players. It took about a month to find [independent] play-testers." And he needed a steady supply. "We only involved a group for two months at a time, then we switched to other groups to get as much reaction as we could." Play-testing could've taken even longer than it did, but Fitzgerald got lucky. "Most play-testers were on time."

Step Five: Commissioning artwork. Again, luck was with him. "Our artist, Peter Pracownik, was already doing work for U.S. Games. Contracts were straightforward. They took about a month to do."

Step Six: Printing and packaging. "Since U.S. Games has made so many card products, we had very few problems during production. We simply used the printer U.S. Games had been using for years to do their tarot decks, Carta Mundi." Even so, it was an arduous process. "First, we designed the cards in our own art department, headed by Ed Chudy. Then the original art and text went to M&J color separators in Albany, N.Y. They did the film that went to Carta Mundi, we proofed it thoroughly before it went to Belgium for printing. We got a final proof off of Carta Mundi's presses for a quick look before the actual run began."

Step Seven: Business stuff. "In November of 1994, we invited all the major distributors to U.S. Games. We played the game with them using some press proofs we had. We have a full-time art department and marketing team that prepares ads for all the U.S. Games projects; this took about two months [for *Wyvern*]. We also set up a phone number and a full-time person to answer rules questions and set up store demos and tournaments. The rest of U.S. Games was already there to provide sales and marketing support."

Total time? Keep in mind that several of these steps occurred simultaneously. And unlike many first-time designers, Fitzgerald had the resources of an established company at his disposal. Still, getting *Wyvern* out of his head and on its way to the stores took a solid year.

But Fitzgerald considers it a year well spent. "Seeing the finished product was a dream come true." Now he can turn his attention to other projects. After wrapping up *Phoenix*, the first *Wyvern* expansion, he moves on to *Chameleon*, expansion number two. Then comes the *Wyvern Kingdom* insider's guide.

He also plans to publish three more collectible card games ("in top secret development"), but not anytime soon. Those yammering grade schoolers will just have to be patient.

Rick Swan, a one-time sportswriter, earns his living as a freelance game designer. He's working on a kids' board game, neither of which were published, yet.

Wyvern © U.S. Games Systems Inc



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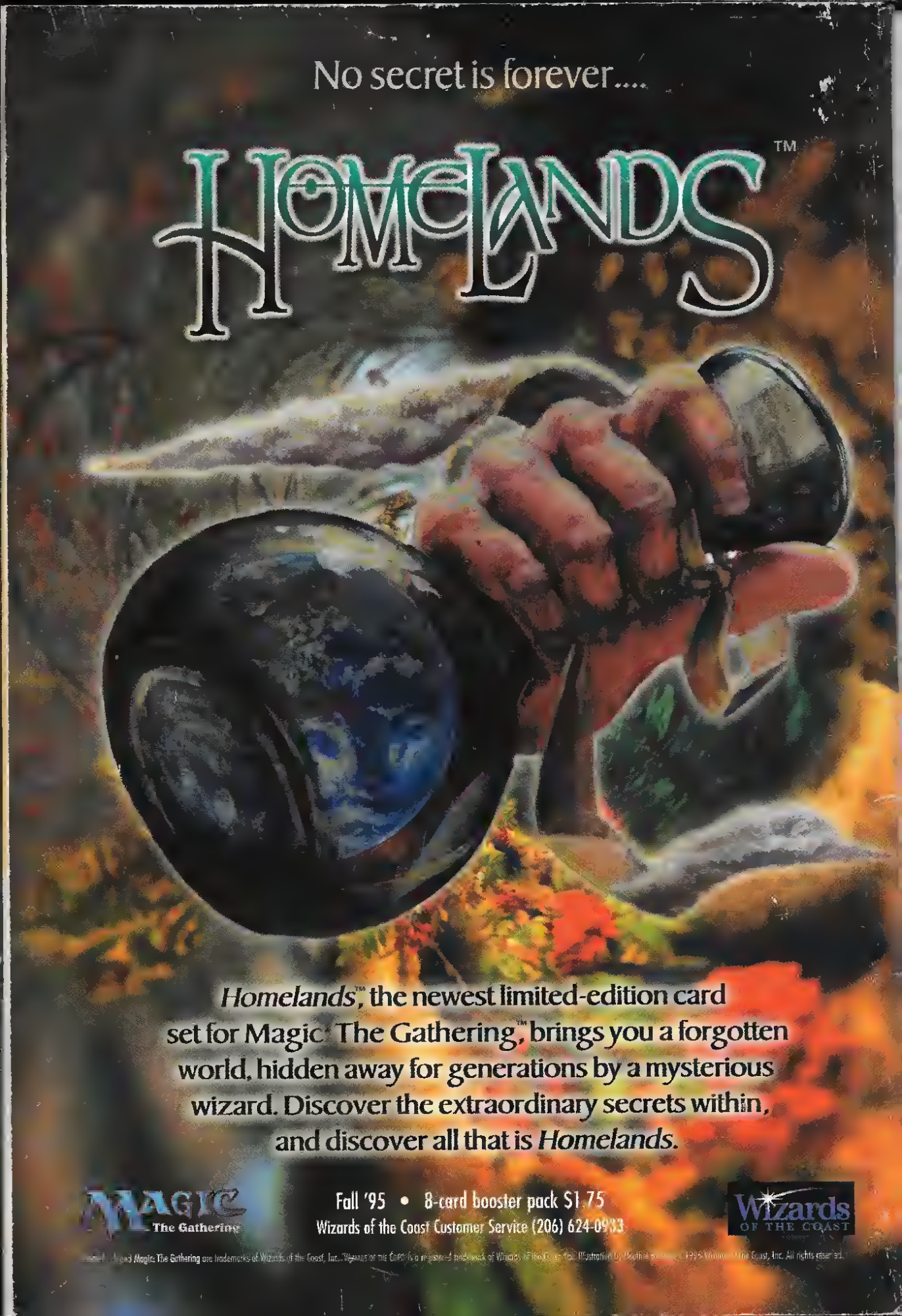
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